



# BASIC GAMEPLAY CONTROLS

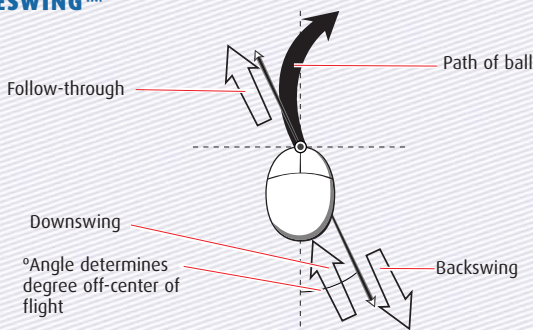
## GENERAL GAMEPLAY

ACTION	KEYBOARD
Begin swing (2 Click or 3 Click)	<b>[SPACEBAR]</b>
Adjust aim left/right	<b>[←]</b> / <b>[→]</b>
Club up/down	<b>[&gt;]</b> / <b>[&lt;]</b>
Shot-type up/down	<b>[1]</b> / <b>[2]</b>
TrueSwing™ Analyzer on/off	<b>[T]</b>



**NOTE:** For Complete controls, ➤ *Complete Controls* on p. 4.

## TRUESWING™



To interrupt a TrueSwing™, press **[ESC]**.



**NOTE:** The swing is divided into three parts: backswing, downswing, and contact. For more information, ➤ *Executing Shots* on p. 37.

## FILE CONTROLS

ACTION	KEYBOARD
Open pop-up menu	<b>[ALT]</b>
Save game	<b>[CONTROL]</b> + <b>[S]</b>
Options	<b>[CONTROL]</b> + <b>[O]</b>
Exit to Desktop	<b>[ALT]</b> + <b>[F4]</b>



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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



# INTRODUCTION

Tiger has been unleashed in 3D.

For the first time in the history of computer golf, Tiger Woods, 11 other PGA TOUR® golfers, and six world-class courses down to the rocks and trees are rendered in full-motion 3D. *Tiger Woods PGA TOUR 2002* delivers a fully immersive, dynamic 3D world to your desktop. Feel the drama of golf at the highest level in 16 different types of golf competition. It's as close as you can get to walking these top-flight courses with the greatest golfers in the world without walking out your front door.

## KEY FEATURES

- ❖ **TrueSwing™ Technology** re-invents how golf is played on the computer. Beginners can enjoy 2 Click control, while experts can re-create the authentic feeling of backswing, downswing and follow through with precise motions of the mouse. Or, stick with the classic 3 Click swing.
- ❖ New courses in full 3D, including Poppy Hills™, Royal Birkdale™, Spyglass Hill™ and The Prince Course™, based on highly accurate GPS data. Five new PGA TOUR golfers join the EA SPORTS™ team: Vijay Singh, Jesper Parnevik, Notah Begay III, Colin Montgomerie, and Steve Stricker.
- ❖ New for *Tiger 2002*: The **Course Utilities** software converts courses from *Tiger Woods PGA TOUR 2001*, user-created *PGA Championship Golf 2000* courses, and *EA SPORTS Course Architect™* courses for use in the game.
- ❖ **EA SPORTS™ Course Architect** lets you create the courses of your dreams with a robust set of 3D development tools. Now, the entire land plot of the course can be created and rendered in the game. Learn more and find links to download user-created courses at <http://tiger2002.ea.com>.
- ❖ With the new **Caddie Book feature**, the next best thing to a real caddie is at your finger tips. Ask your caddie for shot tips, make better swings, and learn from the tips.
- ❖ Build a career on the PGA TOUR. **PGA TOUR® Season** lets you develop created golfers across multiple, customizable seasons. Battle your way through Qualifying School and earn your PGA TOUR card to compete with the big boys.



- ❖ **Nine new types of play:** Stableford, Best Ball Alternate Shot, Greensome, Bloodsome, two- and four-player Scrambles, four-ball matches, four-ball Stableford, Skills Competition and the new TOUR Challenge, which presents fifteen unique golfing challenges.
- ❖ How did you play this hole last time? Using **CourseNotes**, you can track your strategies, successes and failures for each hole on each course and review and update them on the next round.
- ❖ **ReadyPlay™** lets you swing when you're ready. In some game types with multiple golfers, you do not have to wait for the other three to take your next swing.
- ❖ More robust online gameplay with 14 types of online games. Online golfers can hit and continue play independent of each other. Enhanced tournament creation and an online ranking system bring the games golfers want, when they want them.



For more info about this and other titles, visit EA SPORTS on the Web at **[www.easports.com](http://www.easports.com)**.



For updates on ***Tiger Woods PGA TOUR® 2002***, go to **<http://tiger2002.ea.com>**.

# COMPLETE CONTROLS

## GENERAL CONTROLS

<b>ACTION</b>	<b>KEYBOARD</b>
Open pop-up menu	<b>[ALT]</b>
Save game	<b>[CONTROL] + [S]</b>
Return to Main menu	<b>[CONTROL] + [M]</b>
Scorecard	<b>[CONTROL] + [K]</b>
Leaderboard	<b>[CONTROL] + [L]</b>
Options	<b>[CONTROL] + [O]</b>
Caddie book	<b>[CONTROL] + [B]</b>
Exit to desktop	<b>[ALT] + [F4]</b>

## SWING CONTROLS

<b>ACTION</b>	<b>KEYBOARD</b>
<b>Begin swing</b> (2 Click or 3 Click)	<b>[SPACEBAR]</b>
Adjust <b>aim left</b>	<b>[←]</b>
Adjust <b>aim right</b>	<b>[→]</b>
Next <b>club down</b>	<b>[&lt;]</b>
Next <b>club up</b>	<b>[&gt;]</b>
Next <b>shot-type down</b>	<b>[I]</b>
Next <b>shot-type up</b>	<b>[J]</b>
Select <b>putter</b>	<b>[/]</b>
<b>Skip ball flight</b> and go to next shot or cancel shot in mid-swing.	<b>[ESC]</b>
<b>Grid on/off</b>	<b>[G]</b>
<b>Overhead view on/off</b>	<b>[O]</b>
<b>TrueSwing™ Analyzer on/off</b>	<b>[T]</b>
<b>Mulligan</b> (if enabled)	<b>[M]</b>



## CAMERA MOVEMENT CONTROLS

<b>ACTION</b>	<b>KEYBOARD</b>
Camera <b>forward</b>	[W]
Camera <b>backward</b>	[S]
Camera <b>left</b>	[A]
Camera <b>right</b>	[D]
Camera <b>up</b>	[F]
Camera <b>down</b>	[V]
<b>Slow</b> camera movement	[-]
<b>Speed up</b> camera movement	[+]

## CAMERA VIEWS

<b>ACTION</b>	<b>KEYBOARD</b>
<b>Swing</b> view	[1]
<b>Ball-drop</b> view	[2]
<b>Blimp</b> view	[3]
<b>Green reading</b> view	[4]
<b>Ball cam</b> forward to green	[5]
<b>Low camera</b> to flag	[6]
TV Tower <b>Tee box</b> view	[7]
TV Tower <b>Greenside</b> view	[8]
<b>Side Profile</b> Swing view	[9]
<b>Opponent</b> view	[0]
Camera <b>editor</b>	[CONTROL] + [E]

## ONLINE GAMES

<b>ACTION</b>	<b>KEYBOARD</b>
Begin and end chat	[ENTER]

# PLAY NOW: TOUR CHALLENGE

Ready to tee it up with Tiger? New for *Tiger Woods PGA TOUR 2002*, the TOUR Challenge feature lets you play a predefined challenge involving real PGA TOUR players on any of six championship courses. It's a great new variation on the best golf in the world.

## **To Play Right Away:**

1. Insert disc 1 of *Tiger Woods PGA TOUR 2002* into your CD-ROM drive.
2. Select TIGER WOODS PGA TOUR 2002 from the Start menu, or double-click the icon in the program directory. The game begins.
3. At the Main menu, click **TOUR CHALLENGE**.
4. Select the golfer with which you want to play. Click **NEXT**.
5. When you have read the scenario, click **TEE OFF**.



**For installation instructions and other technical information,**  
please see the enclosed Install Guide.



# SETTING UP THE GAME

If you can't wait to hit the links, head directly to the tees with the TOUR Challenge feature. Or, from the Main menu, you can configure your gameplay options, join online games or set up a single-player match in any of 16 game types, including several new ones for *Tiger Woods PGA TOUR 2002*.

## MAIN MENU

Set up a round of golf in any of 16 formats  
(➤ *Play Golf* on p. 8)

Load and save games or highlights from previous rounds  
(➤ *Record Book* on p. 9)

Get a look inside EA SPORTS



Get started right now playing a challenge on a PGA TOUR course  
(➤ *TOUR Challenge* on p. 6)

Play online against other golfers  
(➤ *Online Games* on p. 56)

Configure audio, video or gameplay options  
(➤ *Options* on p. 11)

### TOUR CHALLENGE

Let's play golf! TOUR Challenge takes you through 15 interesting challenges on PGA TOUR courses. For more information, ➤ p. 6.

### PLAY GOLF

Configure and play a new game in one of 16 game types. For more information, ➤ p. 8.

### ONLINE GAMES

Play against human or computer opponents across a LAN or online through EA SPORTS Net. For more information, ➤ p. 56.

### RECORD BOOK

Load and delete saved games, or review saved highlights and all game, player and course statistics. For more information, ➤ p. 9.

### OPTIONS

Configure audio, video and gameplay options. For more information, ➤ p. 11.

### INSIDE EA SPORTS

Check out our EA SPORTS Season Preview™ and Credits for the game.

⏏ To exit the game and return to Windows, click **EXIT**.

## PLAY GOLF

To get started playing *Tiger Woods PGA TOUR 2002*, you need to select the game type, the players, the course and any options.

- ▶ To start a new game, click **PLAY GOLF** in the Main menu.
- ✧ For more information about playing online golf against players around the world, ➤ *Online Games* on p. 56.

## SELECT GAME SCREEN

Select one of 16 game types (➤ *Game Types* on p. 45 for a full description)



Change options for the selected game

Select the game and configure the options for the game.

- ▶ To choose a game, click on the game type in the window. The game options appear to the right. For more information on game types and settings, ➤ *Game Types* on p. 45.
- ▶ To continue after selecting a game and option, click **NEXT**. To return to the Main menu, click **BACK**.

You must then select the golfers to participate in your game. For more information on selecting and creating golfers, ➤ *Select Golfer Screen* on p. 14.

Finally, you choose a course on which to play. For more information on selecting courses, ➤ *Select Course Screen* on p. 18.

- ▶ To begin your game after selecting a course, click TEE OFF.

## RECORD BOOK

In the Record Book, you can load saved games, review saved replays, or see player, season or course stats.

Load previously saved games

Load previously saved Replays

Review your overall stats



Statistics for any course in the game

Statistics for the currently loaded season

Statistics for the current game

Close the Record Book and return to the Main menu

- ▶ To return to the Main menu, click **CLOSE**.

## SAVED GAMES

From the list on the left side of the screen, you can select a saved game. The Course, hole and other details of the game are listed on the right.

- ▶ To resume playing a saved game, select the game from the list on the left, and then click **TEE OFF**.
- ▶ To delete a selected saved game, click **DELETE**.

## REPLAYS

Replays are listed on the left and details of a selected replay are listed on the right.

Select replay



Shot description

Delete highlighted replay

Play highlighted replay

- ▶ To replay a highlight, click its name on the left side of the screen, then click **REPLAY**.
- ▶ To replay your best putt, click **BEST PUTT**. To replay your best iron or wood shot, click **BEST SHOT** and then click **REPLAY**.
- ▶ To see highlights that do not appear in the list, use the scroll bars.



- ▶ To delete a replay, highlight its filename, then click DELETE REPLAY.
- ▶ To exit after replaying a highlight and return to the Record Book, click EXIT REPLAY.



**NOTE:** During the game, your best putts and best shots are automatically saved. You can also save your most recent shot through the In-Game Settings menu. Select SAVE and then SAVE SHOT.

## OVERALL STATS

You can review overall statistics for each PGA TOUR player or any players that you have created.

- ▶ To see a player's overall statistics, select the player's name from the drop-down list. The player's statistics are then displayed.

## COURSE STATS

For each course that has been installed in *Tiger Woods PGA TOUR 2002*, you can review the statistics for the course.

- ▶ To see statistics for a different course, select the course from the drop-down list. The course's statistics are then displayed.

## SEASON STATS

*Tiger Woods PGA TOUR 2002* compiles comprehensive statistics for each player in each season that you play.

- ✦ You can use the Season Stats to assess weaknesses in your game.
- ▶ To see statistics for a different season, select the season from the drop-down list. The season's statistics are then displayed.
- ▶ To review statistics for a different golfer, select the golfer from the drop-down list.
- ▶ To see a different type of season statistics, select the appropriate tab.

### PLAYER STATS

Basic statistics for a selected player on the season.

### MONEY LIST

From top to bottom, the list of earnings for each player this season.

### ALL-AROUND STATS

Overall statistics for each player.

### SCORING AVERAGE

Average score on a round for each golfer.

### DRIVING DISTANCE

Average driving distance for each golfer.

### EVENT HISTORY

The winners of the selected event in previous seasons.

## GAME STATS

Under Game Stats, you can review statistics for each type of game.

- ▶ To see statistics for a different golfer, select a different golfer from the drop-down list.

## OPTIONS

In the Options screen, you can configure a wide variety of audio, video, game-play and course options to optimize performance on your computer.



**NOTE:** Default options in this manual appear in **bold**.



**NOTE:** When you first run *Tiger Woods PGA TOUR 2002*, a hardware checker assesses your computer's capabilities and determines initial settings for these options. Changing these settings can severely impact performance—in particular Object Detail and Screen Size. **RECOMMEND SETTINGS** restores the defaults.

- ▶ To accept the changes to your Options and return to the Main menu, click **OK**.
- ▶ To return to the Main menu without accepting changes, click **CANCEL**.



**NOTE:** In *Tiger Woods PGA TOUR 2002*, many options indicate the option (e.g. "HIGH") and the effect of the option on your system's performance (e.g., "SLOWER").

## VIDEO

Under Video, you can configure settings for your screen display to get the best overall performance from your system.



**NOTE:** During a game, you cannot change your video options. You must exit the game first.

### RENDERER

Select the type of rendering you want to use: **3D HARDWARE** through your hardware-accelerated graphics card or **SOFTWARE** renderer.



**NOTE:** If you are having problems related to your 3D Hardware renderer, you should try switching to the software renderer to see if performance improves. Some options, such as Dynamic Camera, are not available in the software renderer.

## SCREEN SIZE

Select the resolution of your screen: 800 X 600, 1024 X 768 or 1280 X 1024.

✧ Unless you have a supported video card with at least 64MB of video memory, set your screen size no higher than 1024x768.

## COLOR DEPTH

Set the color depth of the display: **16 BIT** or 32 BIT.

✧ A higher color depth means that more colors are displayed. However, the frame rate may be lower, if you lack sufficient memory on your video card.

## COURSE

Set options to apply to a course when it is loaded and displayed in the game.

✧ Defaults are based on the settings established in the hardware test completed when you first play *Tiger Woods PGA TOUR 2002*.



**NOTE:** The Object Detail setting has the most dramatic effect on game performance.

### HIGH DETAIL TREES

Check this box for more detailed objects.

### TREE DISTANCE DETAIL

Use the slider bar to set the detail of the objects displayed in the game: HIGH or LOW.

### HOLE PERIMETER

You can set the amount of the land plot that is loaded during gameplay with the slider bar.

### ANIMATED TREES

Set the number of trees that animate in the game. More tree animation slows the game.

### ANIMATED GALLERIES

Toggle the display of animated galleries **ON/OFF**.

### SHADOWS

Toggle the display of shadows on the course **ON/OFF**.

### WATER REFLECTIONS

Toggle the display of reflections in water **ON/OFF**.

## GAME

### SHOW GRID

Display the terrain grid to show the ups and downs of the putting green NEVER, ON PUTTS ONLY, **ON CHIPS AND PUTTS** or ALWAYS.





## CHIPPING STANCE

When does a golfer reach for his chipping club and get set to chip? From distances **LESS THAN 15 FEET**s to **LESS THAN 60 YARDS**. **LESS THAN 30 YARDS** is the default.

## CAMERA VIEW

Choose the method of displaying multiple camera angles: **DYNAMIC** (full-screen moving 3D) or **STATIC** (snap-to-lie camera).

## SWING ANALYZER

Toggle display of TrueSwing Analyzer **ON/OFF**.

✧ For more information on the TrueSwing Analyzer, ➤ p. 42.

## OVERHEAD VIEW

Toggle display of the overhead view of the current hole **ON/OFF**.

## GOLFER

Set display options for the golfers that appear in the game.

### GOLFER DETAIL

Set the detail level for how golfer models appear in the game: **HIGH** or **LOW**.

### GOLFER SHADOW

Does the golfer have a shadow? Choose a setting: **OFF** or **ON**.

### AMBIENT MOTIONS

Toggle the display of golfer fidgets and other motions **OFF/ON**.

**SHOT REACTION MOTIONS** Toggle the display of reactions by the golfer to his shots **OFF/ON**.

## SOUND

Under Sound, you can control the playback volume of the various kinds of sounds and music in the game.

▶ To set the volume for a type of sound effect, use the appropriate slider bar.

▶ To turn off a sound effect, set the slider bar at the minimum level.

### AMBIENT SOUNDS

Sound effects created by the environment, such as flowing water, chirping birds or the wind.

### MUSIC

Set the playback volume of music in the game.

### TV ANNOUNCERS

The TV announcers can let you know when you've done well or blown a shot.

### CROWDS

Crowds in the game can cheer you on.

## SELECT GOLFER SCREEN

Review golfer profiles and stats or create new golfers. When you've decided to play, add golfers to your group and head for the course.

Add a highlighted player to the Selected Golfers window

Remove a highlighted player from the Selected Golfers list

Create a new golfer



Customize the selected golfer

Delete a created golfer

View the essential stats for the golfer highlighted within the Selected Golfers window

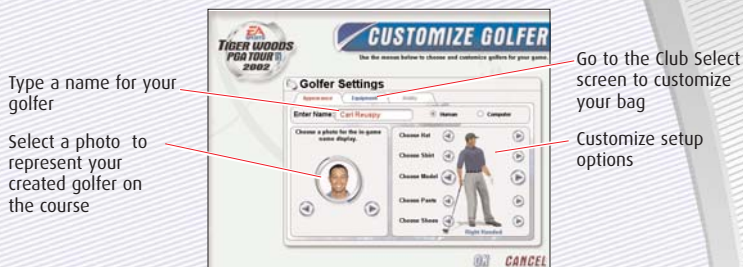
- ▶ To add a golfer to your Selected Golfers, highlight the golfer's name and click the ➡ icon or double-click the golfer.
- ▶ To remove a golfer from your Selected Golfers, highlight the name on the right side of the screen and click the ⇐ icon or double-click the golfer.
- ▶ To toggle computer control of the golfer, left-click on the icon next to the golfer's name in the Selected Golfers window.
- ▶ To change the golfer's skills and abilities, click the settings in the Golfer Detail area of the screen (➤ *Golfer Detail* on p. 15).
- ✧ In the Customized Golfer Settings screen, the Ability tab is enabled only for CPU-controlled golfers.
- ▶ To review a golfer's statistics, select a golfer and click **STATISTICS**.
- ▶ To create a new golfer, click **NEW GOLFER** (➤ *Golfer Settings* on p. 15).
- ▶ To edit a golfer's setup, click **CUSTOMIZE GOLFER** (➤ *Golfer Settings* on p. 15).
- ▶ To delete a created golfer, click the golfer's name, then click **DELETE GOLFER**.
- ▶ To return to the previous menu, click **BACK**. To continue with your game configuration, click **NEXT**.



## GOLFER SETTINGS

Select the animation, play settings, and other details for a custom golfer.

- ✧ Created golfers used in Internet play can be used in the other game types, and vice-versa.



- To name your golfer, type a name at the blinking cursor and press **[ENTER]**.
- To change any golfer detail settings such as your tees and skill level, click the appropriate setting under Golfer Detail to change it. For more, ➤ *Golfer Detail* below.
- To delete a highlighted golfer, return to the Select Golfer screen, select the golfer, and click **DELETE GOLFER**.
- To change the clubs in your golfer's bag, select the golfer and click **CUSTOMIZE GOLFER**. Change clubs in the Equipment tab. For more, ➤ *Equipment tab* on p. 16.
- To finish creating a golfer, click **OK**. To cancel the created golfer, click **CANCEL**. To use your created golfer, you must select the golfer in the Select Golfer screen (➤ *Select Golfer Screen* on p. 14).

## GOLFER DETAIL

- To change any of these settings, click the value of the setting on-screen to cycle through the available settings.

### PLAYER TYPE

Set the controller for this player in the selected game: **HUMAN** or **COMPUTER**.

### TEE

FORWARD tees are easiest, followed by MIDDLE, **BACK**, PRO and TOURNAMENT in increasing order.

- ✧ On some courses, the Pro and Tournament tees are the same.



## ABILITY

Cycle skill levels **AMATEUR**, **PROFESSIONAL**, **TOUR**, and **CHAMPIONSHIP**. Skill level affects the degree of difficulty and forgiveness in your swing, distance potential, and level of fade and draw that you can apply.

## CONTROL METHOD

Define the method by which a human player swings the clubs for this golfer: **TRUESWING (V)**, **TRUESWING (H)**, **3 CLICK** or **2 CLICK**.

- ◇ For more information on the various types of swing,  
➤ *Swing Types* on p. 28.

## APPEARANCE TAB

Under the Appearance tab, you can define the look of a user created golfer.

- 🕒 To change the name of the golfer, click the text box next to Enter Name. Type in a new name and press **ENTER**.
- 🕒 To select a different photo for the golfer, click the left or right arrow next to the current image.
- 🕒 To select a shirt, pants, or model for the golfer, click the left or right arrow next to the current version.
- 🕒 To make the golfer left-handed, click **RIGHT-HANDED**. To switch back, click **LEFT-HANDED**.

## EQUIPMENT TAB

Add or remove clubs from your bag, as well as set the shaft and club type for your clubs. You can carry a maximum of 14 clubs including the putter. Clubs in your bag are indicated by a checkmark.

Check marks indicate currently-selected clubs



## SHAFT

The distance and speed of swing of the **REGULAR** shaft is between the slower **SENIOR** and the faster **STIFF**.

✧ You should practice with all of the shafts to find the one that best matches the speed of your swing. If you tend to swing quickly, you should select a Stiff shaft. If you swing at a slower speed, you should select a Flex or Senior shaft. When using TrueSwing, your swing speed is measured by the Tempo rating.

## CLUB TYPE

Selecting the type of clubs to use: PERIMETER WEIGHTED, **LIGHT PERIMETER WEIGHTED** or FORGED.

## BALL TYPE

Choose the type of ball to use: 2 PIECE DISTANCE, **SOLID CORE** or WOUND BALATA.

- ✧ Differences between available options for staff, club and ball types are displayed at the bottom of the screen.
- ▶ To toggle a club's inclusion in your bag, click the name of the club.
- ▶ To restore the golfer's default club configuration, click **SUGGEST**.
- ▶ To accept your club selections and exit the Golfer Settings screen, click **OK**.
- ▶ To leave the Golfer Settings screen without making changes to your bag, click **CANCEL**.

## ABILITY TAB

When you create a computer-controlled player, you can fine-tune the abilities of that player through the Ability tab. By adjusting the settings in this tab, you can increase or decrease the player's abilities in all aspects of his game.



**EA TIP:** The ability tab applies only to computer-controlled opponents. To create competitive golfers, set a PGA TOUR golfer to be a computer-controlled opponent and review his settings in the Ability tab. Then, you can create a computer-controlled opponent who plays very much like the PGA TOUR player.

## DRIVING DISTANCE

Set the average driving distance in yards from the tee.

## DRIVING ACCURACY

Adjust the percentage chance that a drive is mis-hit. A 90% rating results in consistent strikes on the sweet spot of the club.

## AVERAGE PUTTS

Sets the average number of putts a golfer needs to finish a hole.

## SAND SAVES

When trapped in the sand, the golfer's Sand Save percentage indicates his chance of saving par.

## SCRAMBLING

When a golfer misses the green in regulation, the golfer's Scrambling percentage indicates his chance of making par or better.

## GREENS IN REG.

How often does the golfer hit the green with a chance at par?

✧ A green is considered **reached in regulation** if the ball is touching the putting surface and the number of strokes taken is at least two fewer than par.

## NUMBER OF BIRDIES PER ROUND

Set the number of birdies that the golfer scores on average in a round.

## AVG. ROUND SCORE

Set the average score for the golfer for a PGA TOUR round.

- ❶ To randomize the values in the Ability tab and to generate a player of random ability, click **RANDOMIZE VALUES**.
- ❷ To allow the player to learn from his mistakes during play, check **PLAYER LEARNING**.

# COURSES

*Tiger Woods PGA TOUR 2002* puts you on the grass of six courses. Plus, with the new Course Utilities software, you can convert courses from *Tiger Woods PGA TOUR 2001*, user-created courses from *PGA Championship Golf 2000*, and *EA SPORTS Course Architect* courses.

✧ For more information on the Course Utilities software, ➤ p. 65.

## SELECT COURSE SCREEN

Installed courses



Click to read a description of the selected course



From the Select Course screen, select one of the six authentic championship courses. Over the years, EA SPORTS has developed, tested, and tuned these courses to bring you the most realistic golf experience short of stepping up to the first tee.

- ▶ To review course information about an installed course, click the course name in the Course List. Then, click **COURSE INFO**.
- ▶ To return to the previous menu, click **BACK**.
- ▶ To select a course, click its name in the Course List.
- ▶ To configure the course conditions, click one of the weather icons. The details of the selection appear on the right side of the screen.
- ▶ To customize your own course conditions, click **CUSTOM** and modify the conditions.
- ▶ To begin the game, click **TEE OFF**.
- ▶ To customize your course settings, click **CUSTOM**. To change any of the customizable settings, click the appropriate setting to cycle through the options.

#### GREENS

Set the speed of the ball across the greens: VERY SLOW, SLOW, **NORMAL**, FAST or VERY FAST.

#### ROUGH

When **HEAVY**, the rough on the edge of the fairway requires more power in your stroke to escape it. **LIGHT** rough is shorter and allows for easier escapes, and average is somewhere in between.

#### WIND

Set the wind speed: **STILL**, CALM, BREEZY, GUSTY or STRONG.

#### SKY

Set the type of sky for your round from the available options. **SUNNY** is the default.

**New for 2002:** Course Utilities. The separate Course Utilities software lets you convert *Tiger Woods PGA TOUR 2001* courses, installed user-created courses from *PGA Championship Golf 2000*, or courses created in the *EA SPORTS Course Architect*.

✦ For more information, ➤ *Course Utilities* on p. 65.



**NOTE:** Use the included *Course Architect* to build your own courses and export them for play in the game. For more, see the on-disc *Course Architect* manual. To find links to downloadable user-created courses, go to <http://tiger2002.ea.com>.

## COURSE OVERVIEWS

A little research before you hit the course may provide you with a nugget of information to help you along the way. These overviews provide background on each course and a tip or two to improve your round.

### PEBBLE BEACH®

**Design:** Jack Neville and Douglas Grant

**Founded:** 1919



"Years before it was built, I could see this place as a golf links. Nature had intended it to be nothing else."

So said designer Jack Neville of the place where now stands the Pebble Beach Golf Links. Club founder Samuel F. B. Morse dreamed of a course that could host the California State Amateur. In 1920, Pebble Beach hosted its first State Amateur, and the tournament has never left. Since then, Pebble Beach has become one of the most famous and popular courses in the world. Each year, this public course plays host to the AT&T Pebble Beach National Pro-Am Tournament.

It didn't take much clearing or imagination to turn this picturesque cove into what is now regarded as a monument of golf. According to Neville, the key to the design was to place as many holes as possible along the water. On the front nine, you're confronted with the majesty of the Pacific Ocean. Mature coastal redwoods refuse to protect the course from a sometimes dense fog that rides the back of a steady ocean wind. Fairways tend toward the long and narrow and are protected by wide bunkers where dreams go to die. Holes 7 through 10 can challenge the best golfers, many of whom claim that Hole 18 is the best finish in all of golf.

It took Neville six years to design Pebble Beach, which is consistently ranked among the best courses in the world. Curiously, this gem was the only course that Neville designed in his career.

In recent years, some greens at Pebble Beach have been redesigned, yet in 2001, this remarkable course on the coast of Monterey, California was named the #1 golf course in America by Golf Digest magazine. For more information on Pebble Beach, go to [www.pebblebeach.com](http://www.pebblebeach.com).

#### **EA Tips: Pebble Beach®**

- ❖ Watch the wind closely at Pebble Beach. A sailor's dream and a golfer's nightmare, it comes predominantly from the ocean but is known to swirl and change directions quickly.



- ✧ Shot-making is at a premium. Avoid overswings and shots that lift the ball. Use the Shot menu to tailor your approach.
- ✧ Bunkers are generally wide and shallow. The sand moistened by the steady sea breeze can bury you.
- ✧ Bunkers are generally wide and shallow.
- ✧ The contours tend to run towards the ocean. When you're unsure, aim for the uphill side of the greens.
- ✧ There is little shame in a two-putt green. Mistakes can end up far down the hill. However, champions don't lay up.
- ✧ One more time: remember the wind.

## SPYGLASS HILL

**Design:** Robert Trent Jones, Sr.

**Founded:** 1966

 **Spyglass Hill.**

Named for a famous feature of Robert Louis Stevenson's *Treasure Island*, the Spyglass Hill course delivers another grand adventure on California's Monterey coast. Just a few miles from its sister course Pebble Beach, Spyglass Hill was built by Robert Trent Jones, Sr. in the 1960s and has been rated as the fourth best public-access course in the US. In terms of pure challenge, however, many rank Spyglass Hill at the top of the mountain.

The course begins at the top of Spyglass Hill and runs straight to sea down Hole 1. This 600-yarder bends and butts straight into the crashing Pacific. A spectacular start is followed by four holes that suggest the finest holes in the British links game. Rolling over sandy dunes, Holes 2 through 5 can catch a ball in the teeth of the wind and throw it into a tangle of very unforgiving ice plant. Targets are narrow, and while the views are magnificent, concentration is a must.

At Hole 6, the course turns inland and up into the Monterey pines of the Del Monte Forest. Jones used the natural elements to his advantage, as a number of trees guard the easy routes to the cup. Broad branches overhang the driving lanes and can obscure your view of the terrible greenside bunkers that lay in wait.

Coming back in through the trees, the course maintains the challenge on a number of memorable holes. Hole 11 is tempting for long hitters who stay a bit right off the tee. An eagle is 225 yards away, but a short iron puts you in position to make birdie. Even the par 3s are tough, as Hole 12 and Hole 15 have plenty of water to steal a few strokes and stomp on your ego. The 16th is considered by many to be the toughest on the course, as only a careful marksman can wind through the stands of trees to the green without difficulty.



Spyglass Hill is universally recognized as a true test of all golf skills and every club in your bag. Although Pebble Beach gets all of the press, many acknowledge Spyglass Hill as the better of the two courses during the annual AT&T Pebble Beach National Pro-Am in January. For more information on Spyglass Hill, go to [www.pebblebeach.com](http://www.pebblebeach.com).

### ***EA Tips: Spyglass Hill***

- ❖ Stay right on Hole 4. A 230-yard drive leaves you in good position to drop an iron on the green.
- ❖ A number of holes have steep front-to-back greens. Use the Camera Editor to find the optimal landing area and to estimate the ball's roll.
- ❖ Even on the final 13 holes through the Monterey forest, wind is a factor. Check the gauge before you swing.
- ❖ Utilize the Hole Overheads to assess the many dogleg holes at Spyglass Hill. When you're standing at the tee, click on a landing spot in the Hole Overhead to see the distance—a crucial tool for good course management.
- ❖ The elevation changes on some of the downhill holes can be dramatic. Step down a club or cut down on your swing to avoid overshooting the greens where you can expect a bad lie and a big penalty.
- ❖ Where the course climbs through the forest, a number of greens are crowned and elevated. Change your camera view to have a look at these hidden landing zones.
- ❖ By any standard, Spyglass Hill is a very demanding course. There is no shame in par.

## POPPY HILLS

**Design:** Robert Trent Jones, Jr.

**Founded:** 1986



After his father's success in designing Spyglass Hill, Robert Trent Jones, Jr. returned to Monterey 20 years later and created an equally worthy course for the Northern California Golf Association, which runs Poppy Hills to this day. Nestled inland among cypress and coastal pines, Poppy Hills reflects a more subdued personality than its seaside neighbors. The sand and ocean are miles away, yet the majesty of golf in Monterey curls like fog through the statuesque Del Monte Forest that shapes the fairways.

Designed to host amateur championships, Poppy Hills features large rolling greens strategically defended by sand and water. Here and there on the course, you can catch a glimpse of the sand and water of the Pacific through the trees down to the sea. Poppy Hills achieves a nice balance with five par 5s and five par 3s. The 6,861-yard course seems to wander through majestic pines, yet the abundant doglegs can catch you off-guard. While you may land a tee shot with a good angle for the green, your second shot usually presents an interesting problem of risk and reward. The big greens look inviting, but they are shaped to roll errant shots into greenside water and sand.

Although handicapped by its proximity to shining stars like Pebble Beach and Spyglass Hill, Poppy Hills is nevertheless consistently ranked among the best courses in Northern California. Like the other two, Poppy Hills hosts rounds for the AT&T Pebble Beach National Pro-Am.

Poppy Hills is the only course in America owned and operated by a regional golf association. For more information on Poppy Hills, go to [www.ncga.org/poppy.htm](http://www.ncga.org/poppy.htm).

### **EA Tips: Poppy Hills**

- ❖ Mark Twain is credited with saying that the coldest winter he ever spent was a summer in San Francisco. The same can apply to any of the Monterey courses two hours to the south. For summertime events, turn up the wind.
- ❖ Big hitters can go for it on the par 5s, except for the double dogleg on Hole 4.
- ❖ Poppy Hills is designed for amateur play. Pros can be very assertive in woods and irons. The greens have plenty of roll, so you want to get to them as soon as possible.



## ROYAL BIRKDALE

**Design:** George Lowe, F.F. & F.W. Hawtree

**Founded:** 1889



One of several renowned courses on the English coast between Formby and Southport, the Royal Birkdale links has hosted eight British Open Championships in its storied history. Founded in 1889 by a group of eight “to make all necessary arrangements and incur all necessary expense as to preparing the course and greens, hiring a professional and providing suitable accommodation for a Club House...”, the Birkdale Golf Club moved from a 9-hole course at one location to its current place in 1897.

Nestled among massive sand dunes, the Royal Birkdale course lies on the perfect terrain for a links course. Looming above the course, the dunes provide excellent vistas of the coast and the competition below and provide shelter from the coastal wind. No shot on Birkdale is blind, yet the subtleties of links golf are present in force. Greens are often placed hard by a dune, making any errant shot a tricky bit of bunker work. Willow scrub and undulations in the course disguise targets and can often be overlooked by the careless golfer.

With over 100 years of rounds to call upon, the groundskeepers have tinkered with the layout to provide optimal challenges for even the greatest golfers in the world. For example, the new green at the famous Hole 6 forces you to pay more attention to your drive. A long drive results in a small target for the second shot, while a short drive may leave you blind to the green. Greens can alternate between narrow and crowned, often leaving what a fine shot on a lesser course in the sand.

Host of the 1998 British Open won by Mark O'Meara, Royal Birkdale is one of the ten best courses in Britain and among the best in the world. For more information on Royal Birkdale, go to [www.royalbirkdale.com](http://www.royalbirkdale.com).

### **EA Tips: Royal Birkdale**

- ✧ The wind can really howl at Royal Birkdale, but it can disappear completely behind a sizable dune. Although the fairways are large, beware of the push of any crosswind.
- ✧ The par 3s are noteworthy. Precise tee shots are required, and the penalties can be heavy.
- ✧ The rough at Royal Birkdale is not always a bad thing, stay out of the weedrough. It can ruin a round.
- ✧ Club selection and distance are very important on the course. If you have any doubts, consult your Caddie Book or the Hole Overhead view.
- ✧ Playoffs traditionally begin at Hole 15, which is too long to be attacked. On 16, the championship tee is quite a bit longer than the amateur tees. The 18th is an outstanding finishing hole. The best comes last.



## TOURNAMENT PLAYERS CLUB AT SAWGRASS™ – STADIUM COURSE

**Design:** Pete Dye with consultation by Deane Beman

**Founded:** 1980



Former PGA TOUR Chairman Deane Beman envisioned a series of courses designed specifically for hosting top-flight tournaments before large galleries. The first, and perhaps best, product of his vision was the TPC at Sawgrass™.

Built across the highway from the Atlantic Ocean, TPC at Sawgrass was intended to become the fifth major tournament on the PGA TOUR. PGA TOUR Pros, however, found the new course to be unfair to players, and Dye went back to the drawing board in 1983 to smooth some course features. A target design, TPC at Sawgrass debuted the concepts of stadium golf: plenty of undulating terrain and carefully placed pot bunkers. Nearly every one of the eighteen holes is flanked by water to challenge the most seasoned golfers. Experience on the course pays dividends, as the numerous blind shots and quick greens become less troublesome. However, slender fairways demand consistent shots to finish with a good score.

The signature of the course, the lovely island of Hole 17 has spelled doom for innumerable rounds, as there is no margin for error. If the pin is at the front of the green, use a pitching wedge. If it's at the back, you should consider a nine-iron. Either way, hit a straight tee shot, or put on your wading boots. While Hole 17 gets all of the accolades, Hole 18 can catch you off-guard. Water runs down the left side of the hole, yet a tee shot pushed away from it can leave you with a difficult approach to the tiny green. Overshooting the green can plop you in the bunkers at the back. Good luck and have fun....

Permanent host to THE PLAYERS Championship™ tournament at the beginning of each PGA TOUR Season, TPC at Sawgrass is consistently ranked among the Top 100 golf courses in the world by industry publications. For more information on Tournament Players Clubs visit [www.tpc.com](http://www.tpc.com).

### **EA Tips: TPC at Sawgrass™**

- ✧ Play a number of practice rounds before tournament or head-to-head competition. Knowing the terrain and layout of this course has definite advantages.
- ✧ This course is a slender and temperamental beauty. Drop your shots on the Bermuda grass of the fairways, or you may be hacking through the jungle to find it.
- ✧ Target courses require consistency. Unless you're on a roll, lay up and put pressure on the competition to make mistakes.

- ✧ There aren't many shortcuts on this course. Stay away from the trees; they are just as tall as they look. Having a straight and long driver at Sawgrass is a very good thing.
- ✧ Especially when the wind picks up, extra time spent in the practice areas can really pay off.
- ✧ The greens dish out three-putts like cheap souvenirs. Play your first putt on the fast grass carefully.

## THE PRINCE COURSE PRINCEVILLE

**Design:** Robert Trent Jones, Jr.

**Founded:** 1991



In 1991, Robert Trent Jones, Jr. brought his remarkable eye for design to the north shore of the Hawaiian island of Kauai, and on the emerald coast, he carved a gem. Forty-five links-style holes of the Princeville Resort run along verdant bluffs below gentle hills and over the warm waters of the Central Pacific. To draw the serious golfer 2,000 miles from Spyglass Hill and Pebble Beach, the views and the golf must be worth it. Both are delivered in perfect condition.

The Prince Course is the signature 18 at Princeville. From each tee, you can see the ocean, yet the course has been rated one of the most challenging in the state of Hawaii. Deep ravines wind around strategically placed and shaped hills that force golfers to make quality shots. For example, Hole 1 is a rare double dogleg that runs downhill off the tee and continues downhill to the green for your second shot. Pitch in front of the stream guarding the green? Or, go for it all? The challenges begin at the beginning.

The Prince Course is routinely ranked as the best course in Hawaii and one of the top 100 in America. For more information on the Princeville Resort and the Prince Course, go to [www.princeville.com](http://www.princeville.com).

### **EA Tips: Princeville**

- ✧ If you've played Cypress Point in Monterey, Hole 7 will look very similar to the famous Hole 16. The wind blows straight at the tee, so swing hard from the box.
- ✧ Greens tend to be a bit more forgiving here in the Aloha State. Many are pitched towards the front to catch the ball, but the few that aren't can ruin a round.
- ✧ Tradewinds will funnel up the valley and can vary significantly. If the wind is up, you might need to step down two or even three clubs to make the shots you want.
- ✧ Have a look around. Princeville is a beautiful place.



# ON THE COURSE

To play golf, you need power, flexibility, and coordination. To excel at it, you need all three in excess. The perfect swing requires a smooth motion (or “arc”) that drives down to a spot of contact that is a fraction of an inch in diameter. Golfers spend years tinkering with their swing, but you can grasp the basics in this short chapter on tactics and preparation.



- ▶ To move any button in the Taskbar, right-click and drag it to a new location on the screen.

## CHANGE VIEW

Prior to taking a shot, you can change the position of the camera relative to the ball.

- ▶ To change the camera position using the Look Around feature, right-click and hold the mouse button. Move the mouse to reposition the camera. Then, release the button.
- ▶ To move the camera around on the course, press **[W]**, **[A]**, **[S]**, **[D]**, **[F]** and **[V]**.
- ▶ To return the camera to its default position, press **[1]**.



## SWING TYPES

*Tiger Woods PGA TOUR 2002* gives you four different mechanisms for controlling your swing on the course. Beginners may get the hang of golfing with the 2 Click swing, while more experienced players can find better success with TrueSwing (V) or TrueSwing (H) types. The old standard 3 Click swing is also available.

### TRUESWING™ (V)

The TrueSwing Vertical swing gives you the best simulation of swinging a golf club ever created for a computer game. Use your mouse to control the on-screen golfer's swing in real-time, perfecting your rhythm and tempo, just like a real golfer.

- ❖ TrueSwing (V) is the default swing type in *Tiger Woods PGA TOUR 2002*.
- ❖ For more information on executing TrueSwing (V),
  - *Using TrueSwing* on p. 37.

### TRUESWING™ (H)

The TrueSwing (H) type of stroke is exactly like the TrueSwing (V), except that you move right to backswing and move left to swing through the ball.

### 3 CLICK

The 3 Click swing is the classic *Tiger Woods PGA TOUR* swing. Longtime computer golfers may prefer this swing type on the course.



**EA TIP:** To move the Swing Meter, right-click and hold on the Swing Meter. Move it to a new location and release the mouse button.

#### ***To make a complete 3 Click swing:***

1. Left-click over the golfer or in the Swing Meter or press **[SPACEBAR]** to begin the backswing. As the green Power Arc rises, your swing gains power.
2. To end the backswing and begin the downswing, left-click in the Swing Meter or press **[SPACEBAR]** again. The green Power Arc starts to drop and gain speed.
3. To strike the ball, left-click in the Swing Meter or press **[SPACEBAR]** a third time. You want to strike the ball so that the Power Arc stops at the Contact Line at the bottom of the Swing Meter.



**EA TIP:** When you use overswing, the Swing Meter moves faster, which increases your power and the effects of any deviation from the Contact Line.

## FADES AND DRAWS

With the 3 Click swing, you can hit draws or fades.

- ▶ To hit a draw with the 3 Click swing, left-click the mouse before it reaches the Contact Line on the downswing.
- ▶ To hit a fade with the 3 Click swing, left-click the mouse after it reaches the Contact Line on the downswing.



**EA TIP:** The distance to the left or right of the Contact Line where you press the mouse button affects the degree of fade or draw added to the ball. Practice this technique and use it sparingly. When going for a draw, you can turn it into a hook very easily. If possible, reposition the Aiming Arrow to go for a straight shot.

## 2 CLICK

For beginners, the 2 Click swing gives a good feel for the rhythm of a golf swing. It works like the 3 Click swing, except that you click once to begin the Swing Meter and click again to set the power on your shot. The swing automatically finishes with 100% accuracy.

- ✧ Only available on Amateur ability level, this swing type does not allow draws or fades. The ball always carries in the general direction in which you are aimed.



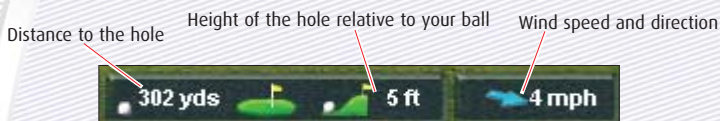
**EA TIP:** Some advanced players use the 2 Click method to play practice rounds to familiarize themselves with a new course.

## PLANNING YOUR SHOT

To compete with the best in golf, you must pay attention to your lie and the hazards around it. Don't forget the weather; a gust of wind can carry the perfect iron far off course. Learn to play the course, or it will toy with you.

### CHECK THE CONDITIONS

Wind, distance, and lie: the three key factors in shot selection are available at a glance.



### WIND

Clubs with higher loft are more affected by the wind. A good strong wind can ruin a great drive, too.

### DISTANCE

Choose a club whose distance rating is just above the mark to your target. You don't want to overswing unless you've got a big margin of error. Most championship courses aren't so forgiving. Club up to cut your loft and make a lighter swing. For example, instead of swinging a full five-iron, you can swing a soft four-iron.

- 🕒 To see the average distance possible for the selected club, move the mouse over the club indicator. The average distance does not factor in wind conditions.

### LIE

Check the Lie Indicator before you swing.

A bad lie can worsen mistakes. You may want to try a safe shot back onto the fairway before you go for it.

- 💎 The lie display appears in the lower-right corner of the screen.

### RELATIVE POSITION

Where does the elevation of your ball compare with that of the hole? Look at the In-game Taskbar to read your ball's position relative to the hole. If you're below the hole, you may have to lift the ball more, which may require that you club down and swing harder to generate a higher, softer shot. If you're above it, watch the roll of the ball.



## USE THE RIGHT CLUB

When choosing your club, be aware that longer shots have a greater error margin in terms of physical distance, while shorter shots with higher irons are more likely to be moved off-course. When possible, find a club that can get you to your target without overswing.

- ✧ The average distance for the selected club is displayed when you move the mouse over the club indicator, except for the putter. The maximum distance for the putter is always fixed.



**EA TIP:** The distance potential of a club does not take into account the wind, fairway conditions or lie of the ball.

### ***To select a new club:***

1. Click the indicator of the current club. Your Golf Bag shows the woods, irons, wedges, and the putter in your bag.

Click any club  
to select it



2. Click the desired club. The Golf Bag closes.
- ▶ To close the Golf Bag without selecting a club, click outside of it.

## TARGETING



Aiming your shot becomes a matter of practice with your clubs and familiarity with the landing zones of the course. As you line up a shot, you should have a pretty good idea of how hard you want to swing and the distance that you're likely to achieve with that swing.

- ✧ Remember to factor the wind and the roll of the ball into your estimates.



**EA TIP:** To get the feel for a course, you might play a practice round with the 2 Click swing. It's a great way to measure distances with your clubs.

You can use the Aiming Arrow to rotate the position of the golfer around the ball, effectively aiming your shot in a different direction. Beware of hazards that you may have to hit over or around based on your new aim.

- ▶ To redirect the Aiming Arrow of your golfer, press  or . Or, left-click the end of the arrow and move left or right to rotate the aiming line for the golfer.

## WEIGH THE RISKS

A well-designed course carefully balances the risks and the rewards for the golfer. When you are taking a shot within the normal flow of a round, it's likely that the designer has set up a decision for you to make based on risk and reward.



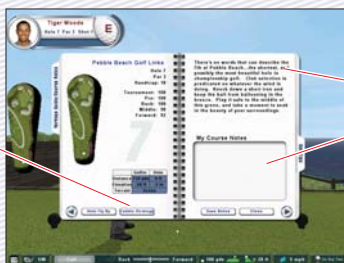
**EA TIP:** Careful golfers use the Hole Overhead view to plan shots. Left-click and drag in the Hole Overhead for real-time distance measurements and camera movements.

When sizing up a shot, it's important to consider the margin for error that the designer has left for you. If you are aiming for the green, do you have enough distance in your current club? If not, you may want to move up a club to ensure that distance. But with more club, the ball may bounce and roll further, so you need to examine what is at the back and to the sides of the landing zone.

There are no rules of thumb except one: every shot is different.

## CADDIE BOOK

Hear your caddie's strategy tips for the hole



Read Golf Tips

Write your own notes on the hole

The Caddie Book gives you access to the best strategies and tips for handling the current hole and the course overall.

- ▶ To access the Caddie Book, select CADDIE BOOK in the In-Game Settings. When opened, the Caddie Book displays a basic overview and map of the current hole. You can review distance and elevation data, too.



- ▶ To get distance, elevation and terrain information, left-click on the overhead map. The positional information is displayed.



**NOTE:** In the Caddie Book, you can review distance, elevation and terrain information for the current hole only.

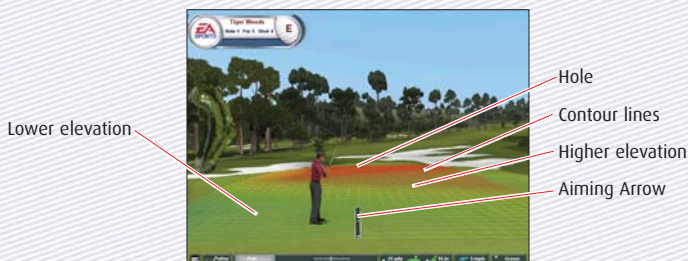
- ▶ To get a cinematic fly-by of the entire hole, click **HOLE FLY BY**.
- ✧ Cinematic fly-bys are available only when Dynamic Camera is enabled.
- ▶ To hear your caddie's strategic tips for approaching the hole, click **CADDIE STRATEGY**.
- ▶ To review the Caddie Book on other holes on the course, click the left or right arrow at the bottom of the Caddie Book.
- ▶ To review EA SPORTS golf tips, click the Golf Tips tab.

After you play the hole, it's a good idea to use the My Course Notes area to write down your approach and whether you were successful or not. When your golfer plays another round on this course, he can review these Course Notes™ to tailor his approach to each hole.

- ▶ To write notes, click in the Notes area. Type your notes and click **SAVE NOTES**.
- ▶ To close the Caddie Book, click **CLOSE**.

## THE GRID

The Grid gives you a grid overlay of the layout and slope of the terrain immediately around the golfer. The Grid is very useful when putting.



- ▶ To toggle display of the Grid, select SHOW/HIDE GRID in the In-Game Settings menu.

When lining up a putt with the Grid, you should look at the horizontal lines to determine the break of the green. Lines slanted towards you cause a left-to-right break, determined by the degree of the slant. Colors indicate vertical break. Areas in red are higher than your position, and blue indicates a lower elevation. The hue of the color indicates the amount of the vertical break.



## HAVE ANOTHER LOOK

When you've settled on how you want to launch your shot, you should have a look at where it's set to land. If you're aiming for the green, use the Green Reader.

- ▶ To rotate the camera relative to the ball, right-click and hold. Move the mouse to select a new view.

### ACTION

### KEYBOARD

Move camera to **left**

 **A**

Move camera to **right**

 **D**

Move camera **forward**

 **W**

Move camera **backward**

 **S**

**Raise** camera

 **F**

**Lower** camera

 **V**

Choose **different camera**

 - 

Change the speed of  
**camera movements**

 - 



**NOTE:** To return to your standard swing camera, press .

- ▶ To change your default camera views, select EDIT CAMERAS from the Camera menu in In-Game Settings.

## CAMERA EDITOR

In the Camera Editor, you can define and select different camera angles depending on the situation on the course.

Multiple cameras can be very useful in a number of situations. You can jump to the possible destination of your shot, including a review of the shape of the green and the position of the pin. Additionally, you can adjust the swing cameras to reveal more of the course for tee shots or to get low and close for putting. With single keystrokes, you can jump around the hole to reveal the elements that may come into play during your next shot.

- ▶ To select a different camera, select one from the Camera drop-down list.
- ❖ Each camera is associated with a hot key. To switch to a camera in the game, press the hotkey listed in the Camera Editor.

Using the buttons in the Golfers and Course tab, you can reposition the currently selected camera.

- ▶ To change how fast or slow the camera makes adjustments to its position, use the Increment slider bar.
- ▶ To change the transition speed between cameras, select a new Transition Speed from the drop-down list. To define static views, select INSTANT. To define full motion cameras, select another transition speed.
- ▶ To change the arc of the camera's path between positions, select a new Path Type from the drop-down list.
- ✧ Path type has no effect when transition speed is set to Instant.
- ▶ To save the current camera as defined, click **SAVE CAMERA**.
- ▶ To change your default cameras for the main ball-shot view, click the Ball tab. Select a new camera from the drop-down list.
- ▶ To close the Camera Editor, click **CLOSE**.
- ▶ To return to the default swing camera during gameplay, press [1].

## CHOOSE YOUR SHOT

Good golfers practice more than full-swing shots. While the basic swing can carry you to a decent score, mastery of specialty shots can save pars and win rounds.

- ▶ To choose a different type of shot, click the text next to the Club menu in the In-game Taskbar. Usually, this text is "Full."

The distances listed for pitches, chips and bump-and-runs include the roll, and vary depending on the difficulty level at which you are playing.



**FULL**

A full swing for maximum distance.

**CHIP**

A shot that drops the ball onto a target protected by hazards. A good approach shot.

## PUNCH

A low-flying shot from under the trees, a punch is a useful way to get out of the rough stuff and to keep the ball out of the wind.

## FLOP

A soft lob with little roll that is typically executed using a lob wedge, which is very useful for getting out of a greenside bunker without rolling off the far side of the green.

## PUTT

Selects the putter. For shots on the fringe (the stripe of longer grass around the green), it's sometimes useful to hit with the putter for better control of the roll on the green.

## SAND

When you land in the sand, you can vary your shot from Blast to Pick. Blasts grab more sand, travel less and are best suited for greenside bunkers. Picks should be used from fairway bunkers where a longer flight is desired.

## TRAJECTORY ADJUSTMENTS

Move the slider to this end to make the shot more like a pitch

Move the slider to this end to make the shot more like a bump-and-run shot



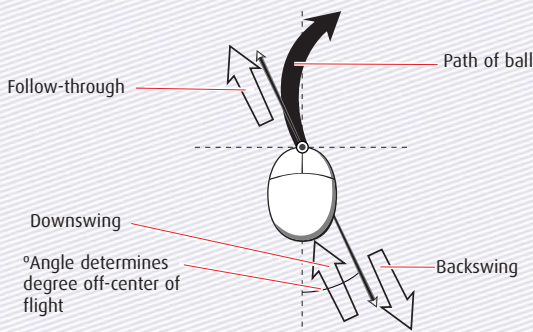
- ▶ After you have selected your basic shot, you can use the slider bar in the toolbar to make adjustments to the trajectory of the shot. To decrease the loft of your shot, move the slider towards the Back position.
- ▶ To increase the loft of your shot, move the slider towards the Forward position.
- ✦ With lofted clubs like the high irons and wedges, moving the ball forward also adds backspin, which can limit the amount of forward roll after the ball lands. For a Sand shot, the slider adjusts the distance that you strike behind the ball and the resulting distance of flight.



## EXECUTING SHOTS

To hit quality shots, practice your swing over and over, until you can make shots with all clubs on a consistent basis.

### USING TRUESWING™



TrueSwing delivers the most realistic feeling of swinging a golf club on the computer.

When using TrueSwing, think of the mouse as a golf club. The face of the club represents the side of the mouse with the cord. If the cord side is the face of the club, then executing a swing simply requires that you pull the club face straight back and then push it forward through the point at which you began the swing.

- ▶ To interrupt a TrueSwing, press **[ESC]**.
- ▶ To toggle display of the TrueSwing Analyzer, press **[T]**.

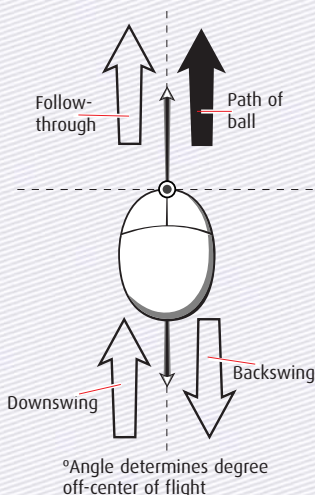
The velocity and pace at which you execute the backswing, downswing and follow-through determine the power on the shot. Deviations to the left or right in your mouse movements add spin to the ball, creating draws and fades. In severe cases, deviations can cause hooks, slices and even complete misses. Extreme deviations can cause hooks and slices, as needed.



**EA TIP:** The results of a TrueSwing depend on how well your swing matches the type of club that you are using. You should spend time experimenting with the different club types to find the one that best matches your natural swing.

### **To execute a swing:**

1. Move the mouse over the ball or move it towards the top of the screen to a spot where the pointer is above the club head and level with the golfer's hands. Make sure that the swing pointer is still displayed on-screen.
  2. When you are ready to swing, click the left mouse button.
  3. In a smooth motion, draw the mouse straight down to execute the backswing. Pulling the mouse further down increases the backswing and adds power to the stroke. For a well-executed TrueSwing, a three-quarters backswing should result in a flight that's three-quarters of the distance listed for the club.
- ✧ It's very important to return the mouse to its starting position. If you don't return to that point, you might hit off-center, lose power or even hit the ball off the toe or heel, which can very bad shots on higher ability levels.
4. When you have reached the top of the backswing, move the mouse upward until the golf club passes through the ball, and it begins flight.



**NOTE:** When executing your backswing and downswing with TrueSwing, it is important to move the mouse straight up and down. Movements to the left or right add hook or slice to the ball, depending on which is the dominant hand of the golfer.

The swing is divided into three parts: backswing, downswing, and contact.

## BACKSWING

As in regular golf, it is important to maintain pace and even movement during the backswing. Jerky movements create error in the flight path of the ball, and slowness in the backswing can cause errors in the tempo of your swing.



**NOTE:** Be careful when you pull back. If you pull back too far, you can overswing the club, which can cause a much greater error in a miss-hit. For more information, ➤ *The TrueSwing Analyzer* on p. 42.

## DOWNSWING

As the club climbs on the backswing, you are adding distance to your shot. When the club has reached a satisfactory point, begin the downswing by moving the mouse forward through the point at which you began the mouse movement.

Move the mouse in a straight line as much as possible. Deviations left or right in the downswing cause deviations in the flight of the ball.

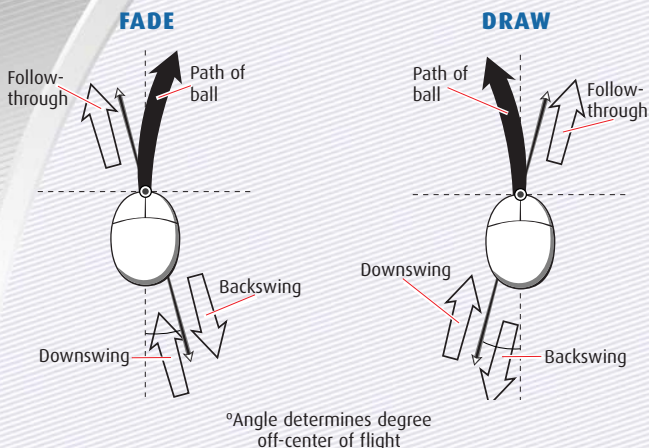


**EA TIP:** To practice TrueSwing, you can use your mouse pad as a straight-line guide. Positioning the mouse and its pad at an angle may help you to more naturally produce straight-line motions. Either draw a vertical line in pencil on the mouse pad, or you can run the mouse along the straight edge of the pad with one of your fingers as a guide. However, you can't use this technique for hitting fades and draws, which are possible on higher ability levels.

## FADES AND DRAWS WITH TRUESWING™

When you have a handle on the basic mechanics of TrueSwing, you can begin to experiment with adding fade and draw to your shot. If you get daring, you can even try to perfect intentional hooks and slices on TOUR and Championship ability levels.





Look at your mouse and envision two perpendicular lines intersecting at the center of the mouse. The vertical one indicates the path that you move the mouse to execute a straight TrueSwing. The horizontal one indicates the club face.

- ✧ Assume that you are playing with a right-handed golfer using the TrueSwing (V) swing type.
- 🕒 To **add fade** to your shot for a right-handed golfer, pull the mouse down and to the right of the vertical line. When you follow through, finish to the left of the perpendicular line. This diagonal movement of the mouse forces the ball to fade to the right for a right-handed golfer. To execute a good fade, the mouse must return to the point at which you began the swing.
- 🕒 To **add draw** to your shot for a right-handed golfer, pull the mouse down and to the left of the vertical line. When you follow through, finish to the right of the perpendicular line. This diagonal movement of the mouse forces the ball to fade to the left for a right-handed golfer. To execute a good draw, the mouse must return to the point at which you began the swing.
- 🕒 To **hook or slice**, increase the angle of the diagonal. A hook is a more extreme draw, and a slice is a more extreme fade.

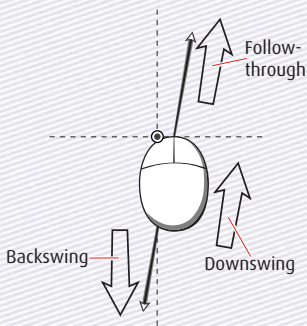
For **left-handed golfers** in the game, reverse the direction of the diagonal movements. For example, a lefty adds draw by pulling down to the right of the vertical line.

- ✧ On TOUR and Championship ability levels, the control and effect of fades and draws is much more pronounced.

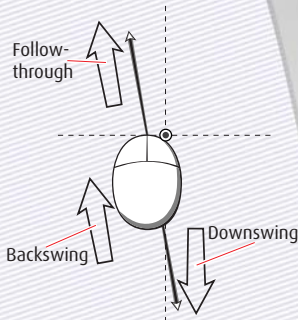
## HEEL AND TOE SHOTS: MIS-HITS

It is very important to return the mouse to the position at which you began the swing at the moment when you hit the ball. Failure to do so can result in **heel shots**, which strike the ball near the shaft, and **toe shots**, which strike the ball at the end furthest from the shaft. Combined with other errors in your swing, you can generate horrible shots if you are not attentive to finishing properly.

### HEEL SHOT



### TOE SHOT



°Angle determines severity of mis-hit

## PUTTING WITH TRUESWING™

When you use TrueSwing, the distance traveled with the putter depends directly on the amount of backswing and the speed of the club as it impacts the ball.

A deviation to the left of the starting mouse point is equivalent to rotating the putter to the left. This rotation starts the putt to the left of the Aiming Arrow. Deviations to the right of the starting mouse point apply rotations and aim adjustments in the other direction.



**EA TIP:** On the green, the ball may move off of the center line because of the break of the green. When putting, turn on the green grid (press **G** to toggle) and aiming the putt with the Aiming Arrow. Consistent putting requires plenty of practice.

## HAZARDS

When the ball lands in a hazard, you can choose to rehit the ball from the nearest relief or take a ball dropped backwards in front of the hazard.

❖ When a golfer hits a ball into a hazard, he receives a one-stroke penalty.

## DROPPING THE BALL:

When a golfer hits a ball into a hazard or if an obstruction lies between him and the ball, he can choose to drop the ball.

🕒 To take a backwards drop, click **DROP BACKWARDS**.

Then, left-click and drag the mouse to position the on-screen golfer where you want to drop the ball. To drop the ball, select DROP HERE from the menu.

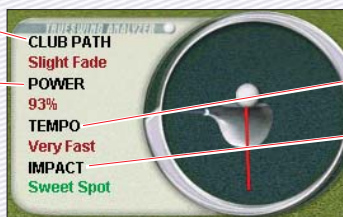
## OUT OF BOUNDS

Landing out of bounds costs you a one-stroke and distance penalty. You rehit from the spot from which you hit the ball. If you hit your first shot on a hole out of bounds, your next shot is your third.

## THE TRUESWING™ ANALYZER

Path of ball struck with this club

Power percentage when hitting at the top of the Swing Meter



The tempo of your swing

How close you came to hitting the ball's "sweet spot"

After you complete a TrueSwing, the TrueSwing Analyzer shows you the most important statistics about the completed swing.

🕒 To toggle display of the TrueSwing Analyzer, press [T].

### CLUB PATH

Deviations of mouse movement off of the desired club path.

### POWER

Percentage and overall power rating of the shot. Power measures how fast you are moving the club head.



**NOTE:** In the TrueSwing Analyzer, you can identify overswings. When you overswing, the shot has a power rating greater than 100%.



## TEMPO

Rating for how much combined time elapses for your backswing and downswing.

✧ For optimal results, try to execute a smooth swing that is consistent with your chosen club shaft. Deviations result in a poor tempo rating and can result in mis-hits, a reduction in power or both.

## IMPACT

How close you got the mouse to the point at which you began your swing. You always want to hit the ball on the sweet spot. Mis-hits result in loss of power and errors in the flight path.



**EA TIP:** If you've got an extra mouse pad, draw perpendicular lines on it to serve as guides for your TrueSwing.

## POST-SHOT ACTIONS

After you finish your shot, you can take drops or mulligans depending on your game settings. These options are available in the In-Game Settings menu.

- ▶ To take action after you have made a shot, click the In-Game Settings menu. The possible actions are listed. Click your preference.
- ✧ For more information on keyboard equivalents,
  - *Complete Controls* on p. 4.

## IN-GAME SETTINGS MENU

Through the In-Game Settings menu, you can change your view, audio, replay and gameplay options, as well as check the leaderboard or save your game. Some changes take effect on the next hole.



- ▶ To access the In-Game Settings menu, click the icon on the left side of the toolbar.



**NOTE:** The options available in the In-Game Settings menu depend on the current situation on the course. Some of these options may not be available when you click to open the menu.

## REPLAY SHOT

Click the Replay menu to see and manage your shot replays:

**AUTO:** Replay shot with automatic camera selections.

**BALL-CAM:** Replay shot from camera that tracks the ball.

**REV. BALL-CAM:** Replay shot from reverse ball camera angle.

**SAVE REPLAY:** Save your last shot for replay later (➤ *Replays* on p. 9).

## SCORECARD

Review scores in the current game.

## CADDIE BOOK

Look at your caddie book for tips and notes on how to approach the current situation (➤ *Caddie Book* on p. 32).

## FIND FLAG

Move the camera to view the flag for the current hole.

## SHOW/HIDE GRID

Toggle display of the grid over the green.

▶ Click the File menu to see available file operations:

## OPTIONS

Change sound, gameplay and golfer options (➤ *Options* on p. 11).

## EDIT CAMERAS

Change the positions of the cameras (➤ *Camera Editor* on p. 34).

## LEADERBOARD

See where you stand in the current round.

✧ Leaderboard is available in tournament game types only.

## DROP BALL

Voluntarily take a dropped ball with a one-stroke penalty.

## SAVE GAME

Save the current game at your current lie (➤ *Saved Games* on p. 9).

✧ You can reload a saved game from the Record Book (➤ *Record Book* on p. 9).

## MAIN MENU

Exit game and return to Main menu  
(➤ *Main Menu* on p. 7).

## EXIT GAME

Quit game and exit to Windows.

## MULLIGAN

Re-take the last shot, if mulligans have been enabled.

## CONCEDE HOLE

In match play formats, you can concede the points for the hole to the other team and proceed to the next hole after the other team finishes the hole, depending on your position and stroke total for the hole so far.

## SCORECARD

If you are playing against computer opponents or in tournaments, check the Scorecard to see how you're faring against the competition.

🕒 To view the other half of the scoreboard, click Front 9/Back 9.

🕒 To leave the Scorecard, click **CLOSE**.

# GAME TYPES

*Tiger Woods PGA TOUR 2002* gives you many different ways to take on the best courses and top players in the world. Trade great shots in Match Play and Shoot-Out, or let all golfers fend for themselves in Stroke and Tournament play. For big-money battles, try Skins competitions. In the Practice Area, you can prep for these battles, or head to the Driving Range to work on specific shots.

✦ For more information on changing the settings for each game, ➤ *Game Type Settings* on p. 53.

## GAME TYPE SCREEN

Select a game type



Game options

Description of the selected game type



## PLAYER HANDICAP

A player's handicap is updated at the end of each round. Associated with each course is a difficulty factor. When a player scores well on a difficult course, his handicap drops to a greater degree.

All of your rounds and their associated difficulty factors are added together. The average of your top rounds (with difficulty factored) determines your handicap.

When you play rounds in which handicapped scoring is allowed, your handicap is applied depending on the type of game. Your handicap is different for each type of game.

- ▶ To establish a handicap, select **USE HANDICAP** under the Advanced tab of Game Type Settings. For more information, ➤ *Game Type Settings* on p. 53.

To set an initial handicap, you must play an entire 18-hole round in one setting under a regulation type of gameplay.

## SEASON

Think you can handle the rigors of an entire season of golf? *Tiger Woods PGA TOUR 2002* takes you through the ups and downs, challenges and conquests of a season on the TOUR. Play multiple seasons on the Pro Circuit, or compete against amateur players in the Amateur Season.



**EA TIP:** You can create multi-round tournaments by creating a single-event season.

- ▶ To play a new season, select Season. Then, click **NEW SEASON**. The Season Schedule screen appears.
- ▶ To select a season, click the name from the list of available seasons.
- ▶ To edit the selected season, click **EDIT SEASON**.
- ▶ To delete the selected season, click **DELETE SEASON**.

## SEASON SCHEDULE SCREEN

In the Season Schedule screen, you can set the schedule of events for your season.

- ▶ To give your season a name, click in the Season Name box. Type in your name and press **ENTER**.
- ▶ To add an event, click **ADD EVENT**. The Event Settings screen appears.
- ▶ To accept the season as you have defined it, click **OK**.
- ▶ To cancel changes to your season schedule, click **CANCEL**.

## EVENT SETTINGS SCREEN

Through the Event Settings screen, you configure the events in your season and their associated total purses.

- To select a type of event, click the name in the list on the left side of the screen.
- ❖ **Qualifying School** is a pre-season event in which players who have not automatically qualified for the upcoming season can get their PGA TOUR card, which is good for entry in all official tournaments for the coming season.
- ❖ **PGA TOUR** is a tournament following the rules and regulations of the PGA TOUR.
- ❖ **Major** tournaments can occur periodically throughout the year, and more points and larger cash prizes are awarded to the top finishers in Majors.
- ❖ **Skins** challenges two or more players to win holes for cash. The player with the lowest score on a hole wins a cash prize for that hole, and the overall champion is the player who finishes the round with the most money. A fun, non-regulation event.
- ❖ **Matches** place two or four golfers in head-to-head competition using the match play scoring system.
- ❖ **Shootouts** can place up to eight golfers on a random hole on the selected course for sudden-death golf. At the conclusion of each hole, the golfer with the highest score is removed until there is only one golfer left: the winner.
- ❖ **Stableford** is a two- or four-player match following the Stableford scoring system. For more information on Stableford scoring, ➤ p. 51.
- ❖ **Exhibition Matches** let two or more players compete in a round of golf with no statistical, financial or handicap stakes.
- To name your event, click in the Event Name box. Type in your event's name and then press **[ENTER]**.
- To set a date for the event, click in the Date box and enter a new date.
- ❖ The entered date of the event is reflected in the final schedule for the season.
- To define the purse for the event, click in the Purse box and enter a new value.

You can also change the weather and opponents by selecting different options from the appropriate drop-down list.



## ADVANCED TAB

Under the Advanced tab, you can set the following options:

### CUT

After two rounds of a PGA TOUR event, the top 70 players (and those who tie) are allowed to continue for the next two rounds. Here, you can set the criteria for making the cut in any round.

### ELIGIBILITY

Set which players are eligible to play in this event.

### CONDITIONS

Define the environmental conditions at the beginning of the event.

### PINS

You can configure the challenge of the pin placements over the course of the event.

- 🕒 To accept the settings for this event, click **OK**. You are returned to the Season Schedule screen.
- 🕒 To cancel the changes to the event settings and return to the Season Schedule screen, click **CANCEL**.
- 🎮 You can save seasons and continue play later. In the In-Game Settings menu, click **SAVE GAME**.

## PRACTICE

Before you hit the links, go to the Practice Area to put the finishing touches on your game. Work on the nuances of your stroke on the Driving Range, Chipping Area, or Putting Green any of the six courses.

- 🕒 To select and practice on a specific hole of a course, check the box next to Holes.

### DRIVING RANGE

Warm up before a match or practice your strokes without pressure. Aim at the practice greens, or just tee it, grip it, and rip it.

### CHIPPING AREA

Go to the chipping area to develop your touch in the short game. Practice chips, punches, pitches, and bump-and-runs for any situation on tournament day.

### PUTTING GREENS

Learn to putt, and you'll be collecting victories. Practice from different distances with different breaks. As the old saying goes, "Drive for show, putt for dough."

### HOLES

The pressure is off on practice holes. You can play any sequence of holes on a course to work on your strokes and tactics. Before tackling a new course or a big tournament, take a Practice round to familiarize yourself with the terrain.





### **To select a practice hole:**

1. At the Select Your Game screen, select Practice. Then, select Practice type and click **NEXT**.
  2. Select a golfer and a course.
  3. To go to the course, click **TEE OFF**. You begin at the tee for the first hole. Begin play with your tee shot.
- ▶ To practice the shot again, click **REPLAY SHOT**.
  - ▶ To select a different hole, open the In-Game Settings menu and select **HOLES**. Select the hole to play.

## **STROKE**

Stroke play is a simple round of golf: eighteen holes in the fewest strokes for one or more players. The player who scores the lowest on a hole is the first to tee off on the next hole. Each golfer's performance is tracked and appears in the golfer's profile. You can choose to play from any tee box or to play a nine-hole round.

- ✧ When PGA TOUR players are used in Stroke play, the Leaderboard, which displays how you are playing against PGA TOUR players, becomes available through the In-Game Settings menu.

## **MATCH**

Match play is golf, one-on-one. Each player tries to win holes with the winner of each hole gaining a point. Tie scores for a hole result in no additional points for either player. The winner of the match is the one that accumulates the most points.

## **SCORECARD IN MATCH**

Between holes, the scorecard shows each player's name and number of holes ahead (up) or behind (down) compared to the other player.

If a player finishes a hole in fewer strokes than an opponent whose ball is still in play, the opponent doesn't finish the hole. Instead, he can pick up the ball, and both players move to the next hole.

## **SKINS**

Two or more players trade strokes for cash. Each hole has a monetary prize that goes to the player who has the best score. When players tie scores on a hole, the skin is carried to the next hole. At the end of the round, the winner of the Skins competition is the player with the most money. Mulligans and gimmies are not allowed. Skins games can last one, three, nine or eighteen holes.

## HALVE A HOLE

If two or more players tie ("halve") for the best score on a hole, the skin for that hole is carried over. The next player that wins a hole outright wins all carry over skins.

## CONCEDING HOLE

If you cannot halve a hole from your current position, you can concede the hole. The other player receives the money (the "skin"), and you move on to the next hole.

🕒 To concede a hole, select CONCEDE HOLE from the In-Game Settings menu.

## SKILLS COMPETITION

New for *Tiger Woods PGA TOUR 2002*, the Skills Competition tests your ability to make tough shots under pressure situations. In the Skills Competition, you compete in the following nine categories at various locations on the selected course. In each category, competitors attempt to get closest to the hole or furthest from the tee.

❖ Each player gets three attempts at each skill shot. A player's score is his best shot of the three balls.

The outright winner of each skill competition receives 1/9 of the prize money, with the overall winner taking the remainder of the pot.

❖ You can set the total purse under the Advanced tab.

### DRIVE

It's not just the longest drive that wins. You must drive long and straight and end up on the fairway to qualify.

### PUTT

It's only 25 feet, but it may cross two breaks, skirt a vicious downhill roll and maybe climb six feet. Good luck.

### MIDDLE IRON

From 150 yards out, you knock a ball as close as you can to the pin.

### SHORT IRON

From 60 yards, pitch the ball at the pin. The closest to the pin wins.

### TROUBLE SHOT

Here's where men make their money. Trouble shots start from tricky spots, like behind a rock, under a tree or in the deep stuff. Get it to within 5 feet, and you're looking good.

### GREENSIDE BUNKER

It may be a shot from the sand, but it's never a blast. Bunker shots can be very difficult to control, especially if there's a long roll across the green to the cup.





## **FAIRWAY BUNKER**

Stuck in a bunker 115 yards away, you have to cut loose a mighty swing just to hit the green. Getting close to the pin is another matter.

## **CHIP**

From 15 yards, do you chip, flop or bump and run?

## **PITCH OVER HAZARD**

If you've landed on the wrong side of a bunker or pond, you know the challenge of getting your ball back to the green.

## **SHOOT-OUT**

In a Shoot-Out, - up to 8 shoot through holes of golf. A starting hole is randomly chosen from the course, and you play the next holes in sequence. At each hole, the player with the worst score is eliminated, with remaining players continuing to the next hole. The players continue and are eliminated until the final hole where only two players are left to duke it out.

## **TIE-BREAKER**

If two or more players tie, a tie-breaker of a single chip shot is played. The ball is placed in a position near the green, where each player must hit an approach shot at the hole. The player furthest from the hole is eliminated. If players are still tied, then tie-breakers are played until only one player is left.

## **STABLEFORD**

The Stableford scoring system speeds up play yet allows trailing players to get back into the competition with a few brilliant strokes. On each hole, points can be awarded based on the stroke index (par) of the hole.

The player's score on the hole is based on the following scoring system: -1 pt. for bogey, 0 pts. for par, 2 pts. for birdie, 5 pts. for eagle and 8 whopping pts. for a double eagle. If a player reaches bogey without completing the hole, he can pick up his ball and move to the next hole, scoring a -1 on the current one. For a double bogey or worse, a player scores -3.

The player with the highest point total at the end of the round is the winner.

## **ALTERNATE SHOT**

In Alternate Shot, two teams of two players tee up on Hole 1. The player who does not hit the tee shot hits the second shot. Players alternate until the hole is finished. The team with the lowest total score for the hole wins 1 point. No points are awarded for ties. On the second hole, the player who did not tee off on Hole 1 begins.

The winner of the match is the team with the highest total, the most holes won.



## GREENSOME

New for *Tiger Woods PGA TOUR 2002*, the Greensome format pits two teams of two players each in a round of golf. Both players on each team tee off, and each team then selects one ball with which to continue play. The player who did not hit the ball from the tee makes the second shot. Players alternate shots until the ball is in the hole.

The lowest team score for the hole wins 1 point. The highest point total wins the round. No points are awarded for ties.

## BLOODSOME

Like Greensome, Bloodsome is also new for *Tiger Woods PGA TOUR 2002*. The rules are identical to best ball Greensome, except that the opposing team chooses the ball to be played for a team's second shot. No points are awarded for ties on a hole.

## SCRAMBLE (TWO- OR FOUR-PLAYER)

In Scrambles, each player on a team begins from the tee. From whichever tee shot is better, both players take shot #2. Play continues in this manner for both teams until the two teams finish the hole. The team that has the lowest stroke total for the round wins the match.

❖ Scrambles can be played with two or four players on each team.

## FOUR BALL STROKE

In Four Ball Stroke play, two teams of two compete in a stroke match in which each team's score on a hole is the lowest of the two players.

## FOUR BALL MATCH

In Four Ball Match play, two teams of two players are pitted against each other in match play golf. Like regular match play, the player with the lowest number of strokes scores 1 point for winning the hole. In the event of a tie, no points are awarded.

In a Four Ball Match, the winner of a point for the hole is the team with the player who records the lowest score.

Handicaps are factored based on the lowest handicap among the four players. If player A has a 6 handicap and is the lowest, then player B with an 8 handicap receives a 2 handicap for purposes of the Four Ball Match.

## FOUR BALL STABLEFORD

Four Ball Stableford golf follows the Stableford scoring system for two teams of two players. A team's score for a hole is the highest stroke total among team members.

❖ For more information on Stableford golf, ➤ *Stableford* on p. 51.

## GAME TYPE SETTINGS

For each game type, you can adjust settings to set your match just as you want it.

Defaults are listed for **STROKE** play.

### SETTINGS TAB

#### OPPONENTS

Set the opponents against which you play: **NONE** (RECREATIONAL) or the full field of the **PGA TOUR**.

✧ In-game leaderboards are only available when playing against the PGA TOUR.

#### HOLES

How many holes do you want to play? **18 HOLES**, **FRONT NINE**, **BACK NINE**, **1 HOLE**, or **3 HOLES**.

#### MULLIGANS

A **mulligan** is a do-over of a shot. Adjust the total number of mulligans to allow in your game: **0**, **1**, **2**, **4**, **9**, **18** or **ALL** shots.

✧ The PGA TOUR does not allow mulligans. To play using the PGA TOUR's regulation rules, set mulligans to zero (0).

#### GIMMIES

A **gimmie** is a very short putt. To speed up a game, you may want to allow gimmies, but sometimes missing these putts can factor into the final round standings. When enabled, a gimmie is automatically completed and counts as a stroke. Set the maximum gimmie distance: from **NO** to **36 IN** from the cup. **18 IN** is the default.

✧ The PGA TOUR does not allow gimmies. To play using the PGA TOUR's regulation rules, set gimmies to **NO**.

- To add elements such as galleries, commentary, crowd cheers and television towers, check **TOURNAMENT SETTING**.

## ADVANCED TAB

### ALLOW READYPLAY™

Toggle **OFF**/ON the permission to continue playing your round without having to wait for the other players to shoot their shots.

✧ ReadyPlay disregards honors on the fairway to allow for faster play. Honors determines who shoots first and are still in effect off the tee and on the green.

✧ ReadyPlay is unavailable in team game types, such as Alternate Shot, Greensome, Boodsome, Scramble and Four Ball play.

### USE HANDICAPS

Toggle use of golfer handicaps in factoring final scores **OFF**/ON.

✧ A **handicap** in golf is the average number of strokes above par that a golfer reaches per round. When used, handicaps are a way of balancing play between players of unequal ability. The PGA TOUR does not use handicaps.

### SHOT CLOCK

Set the amount of time that each player has to make a shot: 10 SECS to 60 SECS. Or, you can turn the shot clock **OFF**.

### PIN PLACEMENT

Choose the challenge associated with the placement of pins: **EASY**, MODERATE, DIFFICULT or VERY DIFFICULT.





## SIDE GAMES TAB

Under the Side Games tab, you can set points to be awarded to the golfers who meet these challenges during recreational play.

❖ Side Games are not available when playing against PGA TOUR opponents or in PGA TOUR Seasons.

<b>LOW BALL</b>	The golfer who wins a hole outright wins the points.
<b>LOWEST PUTT TOTAL</b>	The golfer with the lowest number of putts for the round.
<b>ACE</b>	For a hole in one.
<b>GREENIES</b>	The golfer on a par-3 hole closest to the green must either 1- or 2-putt to win the prize.
<b>BIRDIES</b>	For scoring a birdie or better.
<b>UPS AND DOWNS</b>	A golfer missing the green in regulation can chip from the grass around the green and make a single putt to earn the Up and Down points.
<b>SANDIES</b>	A golfer missing the green in regulation can shoot from sand around the green and make a single putt to earn the Sandie points.
<b>SPLASHIES</b>	If a golfer hits it into the water, he can earn this prize by saving par.
<b>LONGEST DRIVES</b>	On par-4s or par-5s, the golfer who hits the longest drive that lands on the fairway takes this cake.
<b>CHIP-INS</b>	If you chip in, you earn these points.

## NASSAU GAMES

Usually played separately from the other side games, Nassau Games reward the golfer with the best front 9, back 9 and full round putting scores.

<b>FRONT 9</b>	Awarded to the winner of the front 9 holes.
<b>BACK 9</b>	Awarded to the winner of the back 9 holes.
<b>FULL ROUND</b>	Awarded to the golfer with the lowest total number of putts for the round.

# ONLINE GAMES



**NOTE:** Online Gameplay for *Tiger Woods PGA TOUR 2002* will be available only through March 1st, 2003. Subject to online terms of use, all features may not be available at the time of purchase. Please check online at [www.easports.com](http://www.easports.com) for more information and terms of use.

Online golf allows you to take your game up against friends across a LAN or against the best golfers at EA SPORTS Net.

❖ Online, you can play any game type except Season or Practice.

## ONLINE LOGIN SCREEN

The setups for an Internet and LAN game are identical. Compete against up to three pals over a Local Area Network (LAN), or enter a worldwide tournament to swing away against many more competitors through EA SPORTS Net.

▶ To compete over a network, select INTERNET TOUR or LAN from the Online Login Screen.



Before you play an Internet game, you must enter your user name and password to login to the EA SPORTS Net server.

▶ To login, enter your user name and password in the space provided. Click **LOGIN** to login. You enter the Lobby. For more information, ➤ *Lobby* on p. 57.



**NOTE:** To play an Internet game, you must have a valid user name and password. For more information, ➤ *Creating a New Account* on p. 57.

▶ To let *Tiger Woods PGA TOUR 2002* remember your password, check **REMEMBER PASSWORD**.

- To return to the Main menu, click **BACK**.
- To update your user account, click **UPDATE ACCOUNT**.
- To create a new account, click **NEW ACCOUNT**.

## STARTING ONLINE PLAY

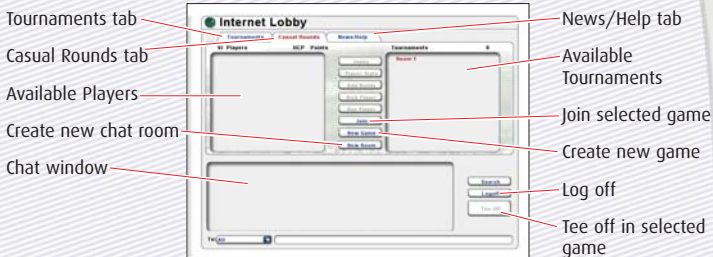
After you have registered your online name with EA SPORTS, you can begin playing online games immediately.

- ✧ If you have exited the program, restart *Tiger Woods PGA TOUR 2002*.
- To begin online play, click **ONLINE GAMES** in the Main menu to reach the Online Login screen. ➤ *Online Login Screen* on p. 56.



**NOTE:** When you create a golfer for online play, make the golfer's name the same as the user name that you registered with EASPORTS Net.

## LOBBY



Whether you are connected via LAN or the Internet, you can create or join online games or find playing partners for casual rounds through Chat in the Lobby.

At the top of the Lobby, you can select whether you want to participate in online Tournaments to search for Casual Rounds with other online players. For more information on the types of Internet games, ➤ *Internet Game Types* on p. 59.



In the upper left of the screen is the list of available players, given your current room. If you have just logged into the Lobby, you are placed in the main room.

- ▶ To create a new room in which you can invite other players and set up games, click **NEW ROOM**. For more information, ➤ *Creating a Room* on p. 59.
- ✧ A **room** is an online gathering place that is owned by its creator. Golfers can gather in a room to chat and to organize Casual Rounds or Tournaments.

In the upper-right is the list of available rooms and the tournaments or casual rounds inside that room.

- ▶ To join an existing game, highlight the game in the Tournament List and click **JOIN**. Type in the password if required. For more information, ➤ *Joining a Game* on p. 62.
- ✧ If you do not know the password to the game, you must contact the creator of the game to acquire it.
- ▶ To create a new game, click **NEW GAME**.  
➤ *Creating a New Game* on p. 60.
- ✧ After you have created a game, you determine who plays in the game and when the game starts. For more information, ➤ *Managing Your Created Game* on p. 61.
- ▶ To exit online play and to return to the Main menu, click **LOGOFF**.
- ▶ **Game Creators:** To begin the game with the selected players, click **TEE OFF**.
- ▶ To exit any room and to return to the Lobby, click one of the tabs at the top of the screen.

At the bottom of the screen, you can search for your online buddies and enter chat rooms to find playing partners or to just engage in lively banter about golf.

- ✧ For more information about online chat, ➤ *Chat* on p. 62.

## INTERNET GAME TYPES

Through EA SPORTS Net, you can play Casual Rounds of relaxed golf against players around the world, or you can compete in Tournaments in which players compete for standing among the online leaders.



**NOTE:** All game types are supported in online games except for Season and Practice.

## TOURNAMENTS

Online Tournaments allow the best golfers in EA SPORTS Net to compete for fame, glory and more.

## CASUAL ROUNDS

Looking for a fun round of golf? Casual rounds are a great way to meet people and to work on your golf game without impacting your handicap or your online standing.

- ✧ A **casual round** is one round of eighteen holes of golf. If you want to play multiple rounds in one playing, you either have to configure multiple casual rounds or create a tournament under the Tournament tab in the Lobby.

## NEWS/HELP

Look here for the latest news and help from EA SPORTS Net staff.

## CREATING A ROOM

In the Create Room screen, you define the gaming parameters for people who might want to enter your room. By defining parameters, you can advertise the kinds of game you are going to lead.

- ✧ A **room** is an online gathering place that is owned by its creator. Golfers can gather in a room to chat and to organize Casual Rounds or Tournaments.
- ▶ To name the room, enter a name in the Room Name textbox.
- ✧ This name appears in the Chat areas of all online players.



**NOTE:** Rooms that are not used for a while will be removed from the EA SPORTS Net server.

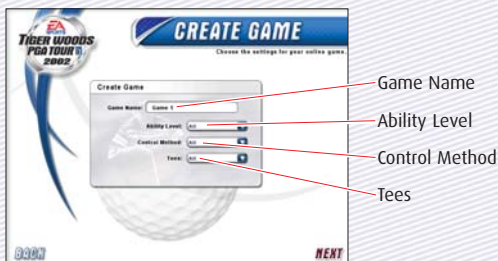
- ▶ To add a password to protect your room, enter the password in the space provided.
- ✧ Be sure to write down and give the password to any online buddies that you want to come to your room.
- ▶ To set the Ability Level, Control Method or Tees applicable to your room, select the appropriate setting from the drop-down list. For more information, ➤ *Creating a New Game* on p. 60.

- ▶ To set the number of holes to play for the round, select a number from the Round Duration drop-down list.
- ▶ To set the number of permitted restarts, select a number from the Number of Restarts Allowed drop-down list.
- ✧ The **Number of Restarts Allowed** can be set so that online golfers with connection troubles will be removed from the game so that the game can proceed. You can, however, eliminate the need to set this figure by permitting Ready Play in your event when you select the type of game and define its parameters. For more information, ➤ *Game Type Settings* on p. 53.
- ▶ To create the room, click **CREATE**.
- ▶ To cancel the room creation and return to the Lobby, click **CANCEL**.

## CREATE GAME

When you enter a room, you can see the list of created games in the Tournaments or Casual Rounds list in the upper-right box of the Lobby. If you don't see a game or tournament you'd like to join, create your own.

- ▶ To create a game, click **NEW GAME**.



- ▶ To create a name for your game, enter the name in the Game Name textbox.
- ✧ This name appears in the Lobby screen for all users in the same room as you are.
- ▶ To allow individual users to establish their own settings, select ALL from the appropriate drop-down list for the following settings.

### ABILITY LEVEL

Cycle skill levels AMATEUR, PROFESSIONAL, TOUR, CHAMPIONSHIP, and **ALL**. Skill level affects Cycle skill levels AMATEUR, PROFESSIONAL, TOUR, and CHAMPIONSHIP. Skill level affects the degree of difficulty and forgiveness in your swing, distance potential, and level of fade and draw that you can apply.





## CONTROL METHOD

Define the method by which a human player swings the clubs for this golfer: TRUE SWING (V), TRUE SWING (H), 3 CLICK, 2 CLICK or **ALL**.

## TEES

FORWARD tees are easiest, followed by MIDDLE, BACK, PRO and TOURNAMENT in increasing order. **ALL** allows users to determine their own tees.

- ◇ On some courses, the Pro and Tournament tees are the same.
- ▶ To return to the Lobby without creating the game, click **CANCEL**.
- ▶ To create the game, click **CREATE**. You must select the game type (➤ *Game Type Screen* on p. 45.) and then select a course (➤ *Select a Course Screen* on p. 18.).

## MANAGING YOUR CREATED GAME

After you create a game, you are returned to the Lobby. From here, you can control who is allowed to play in the game and when it is time to begin.

- ▶ To invite a player to your tournament or round, click **INVITE**.
- ◇ In the message sent to the invited player, be sure to indicate which game the player should select.
- ▶ To accept an invitation to play in someone else's game, click **ACCEPT** in the message that appears on your screen.
- ▶ To begin your created game, click **TEE OFF**.
- ▶ To cancel your created game, go to another room.

### ***To begin a game you created:***

- 1.** When all of the players that you want to play have joined your game, click TEE OFF.
- 2.** After the creator of the game has clicked **TEE OFF**, all players are placed in the Select Golfer screen in which you can select and customize the golfer to use in the upcoming game. For more information, ➤ *Select Golfer Screen* on p. 14.
- 3.** When the creator clicks **TEE OFF**, the online game begins.

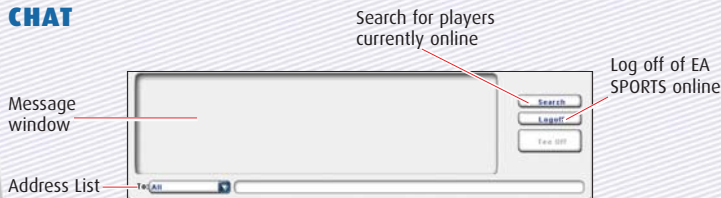
## JOINING A GAME

Through the Lobby, you can find and join games that have been created by other online golfers.

### **To find a game:**

1. To search for an online game, select either the Tournament or Casual Round tab at the top of the screen. The list of available rooms and games is displayed in the upper-right of the Lobby.
2. In each room, there can be multiple games.
3. To go to a room, click on it. Type in a password if needed. You are placed in the room. You can begin chatting with the players in the room through the Chat facility. For more information, ➤ *Chat* below.
4. To get the password to a room, you must find and contact the creator of the room.
5. After chatting with players in the room, you can join a game if the creator invites you or if you join yourself.
6. To join a game, click on its name in the upper-right box. Then, click JOIN.
7. You are in the game. When the creator of the game decides to begin the game, you must select a golfer and customize the golfer before you begin play. For more information, ➤ *Select a Golfer Screen* on p. 14.

## CHAT



Through the EA SPORTS Net online chat facility, you can find and contact fellow online golfers to talk shop or to arrange online golfing events. In the Chat area, you can see all of the players connected online and located in the same room as you.



- ▶ To search for an online golfer, click **SEARCH**. In the popup, enter the golfer's EA ID and then click **OK**. If the golfer is online, his current location is displayed.
- ▶ To log off of EA SPORTS online, click **LOGOFF**.
- ▶ To go to a new room, click the name of the room in the upper-right box in the Lobby. Type in any password that is required.

### ***To send a typed message:***

- ▶ To chat, select the addressees of your message from the To: drop-down box. Then, type a message in the textbox at the bottom of the screen and press **[ENTER]**. Your message appears in the Chatbox window for all addressed players.
- ▶ To chat during gameplay, press **[ENTER]**. The Chatbox appears. Begin typing. To send your message, press e again.

## **INTERNET SIGN OFF**

- ▶ To sign off from EA SPORTS Online, click **LOGOFF** in the Lobby.

## **INTERNET LEADERBOARDS**

Over the Internet, you can view your standing in a tournament or browse the Leaderboards of other tournaments.



**NOTE:** In an Internet tournament, you play with up to three other people in a group. Scores are ranked among the entire field of competitors for that tournament.



### **To view a Leaderboard over the Internet:**

1. Using your Internet browser, go to **<http://tiger2002.ea.com>**. The EA SPORTS Golf Website appears.  
● To check out the latest EA SPORTS Net news, click **NEWS**.
2. Click **LEADERBOARDS** to view a listing of courses.
3. Select a course to view the tournaments or click **ALL TOURNAMENTS ON ALL COURSES** to see the entire listing of current tournaments.
4. Select the name of the tournament to view the leaderboard.

### **INTERNET PLAYER STATISTICS**

You can view your online play statistics to see how you compare with your cyber golf competitors.

### **To view your Statistics over the Internet:**

1. Using your Internet browser, go to **<http://tiger2002.ea.com>**. Click the links to take you to the PC area of the site. Click the link to go to the Clubhouse or the Leaderboard.
2. Click **STATS**.
3. Under Lookup a Specific Player, enter your online name.
4. To view your results, click **LOOKUP PLAYER**.

### **WEB PRO SHOP**

The Web Pro Shop is your quick guide to *Tiger Woods PGA TOUR 2002* resources on the Internet.

**Tiger Woods PGA TOUR® 2002 Website** <http://tiger2002.ea.com>

**EA SPORTS™ Website** <http://www.EASPORTS.com>

**PGA TOUR®** <http://www.PGATOUR.com>

**Tiger Woods Website** <http://www.tigerwoods.com>

# COURSE UTILITIES

New for *Tiger Woods PGA TOUR 2002*, the Course Utilities software lets you manage the courses in this game. With a few button clicks, you can convert your old *Tiger Woods PGA TOUR* golf courses to the new format, including courses that you have created in EA SPORTS *Course Architect*.



**NOTE:** Before you install a course, all of the required libraries must be installed first. If you install a course that is missing libraries, the Course Utilities software displays the names of the missing elements. If you continue with the installation, the Course Utilities attempts to find replacements for the missing library elements—sometimes with unusual results.

The list of courses is on the left. The list of libraries installed on your machine is displayed on the right side.



**NOTE:** On average, an installed course and its libraries may occupy 50MB of space on your hard drive.

## INSTALL

After you have installed *Tiger Woods PGA TOUR 2002*, you can install other courses from the game CD, from downloading or from creation in the *Course Architect*.

▶ To install a course, click **INSTALL**. Navigate the directory tree to find the source directory. Then, select the destination directory where to install the course. Click **INSTALL**. The course is installed. To return to the Course Utilities, click **CLOSE**.

## PROPERTIES

To review or change the properties of a course or library, highlight the course in the list on the left. Then, click **PROPERTIES**.

▶ To change the course picture, music, video or text, click the folder icon next to the appropriate text box. Navigate the directory tree to the appropriate file, then click **OK**.

## UNINSTALL

To uninstall a course or library, select the item in the appropriate list. Then, click **UNINSTALL**. When prompted, click **YES**. The course or library is uninstalled.

✧ If you are uninstalling a *Tiger Woods PGA TOUR 2002* or *PGA Championship Golf 2000* converted course, the deleted files are the converted course files. The Course Utilities software does not touch the source files, allowing you to re-convert and re-install the course at a future time.

## MOVE

To move an installed course or library to a new destination, select the item in the appropriate list and then click **MOVE**. Select the drive and directory in which to move the course. To move the course to the selected destination, click **OK**. To return to the Course Utilities software, click **CANCEL**.

## COMPRESS FILES

To distribute courses to friends and fellow players, you can compress them into a single distribution file. Compressed files can then be transferred as a single file that is significantly smaller than the source file (20MB – 50MB).

▶ To compress a course, select the course in the left-hand list. Then, click **COMPRESS FILES**. In the pop-up, click the folder icon to select a destination for the file. At the bottom of the screen, put a checkbox next to each library that you want in the compressed file. Then, click **OK**. The course is compressed into one file at the selected destination.

## CLEAR STATISTICS

To clear statistics for a course, select the course in the left-hand list. Then, click **CLEAR STATISTICS**. When prompted, click **OK**.

## REFRESH

To refresh the lists displayed in the Course Utilities, click **REFRESH**.





## CONVERT PGA 2000 COURSE

To convert a user-created course from the *PGA Championship Golf 2000* game, select the course and click here. The course is converted to *Tiger Woods PGA TOUR 2002* format.

✧ In order to convert user-created *PGA Championship Golf 2000* courses, they must already be installed in that game.

**CONVERT TW2001 COURSE** To convert a course from *Tiger Woods PGA TOUR 2001*, click here. Navigate to the courses directory of CD 2 of the *Tiger Woods PGA TOUR 2001* game disc file. Select the course you wish to convert then, click **CONVERT**. The course is converted to *Tiger Woods PGA TOUR 2002* format.

✧ Course conversion can take up to 20 minutes, depending on the complexity of the course and the capabilities of your system.

## EXIT

Exit the program and return to Windows.

# PLAYER BIOS

## TIGER WOODS



Five victories including a major, completing the awesome “Tiger Slam,” and more than \$4 million in earnings—this is a down year? It is, if your name is Eldrick “Tiger” Woods.

Such were the expectations placed on the 2001 season of the world’s greatest golfer. In his first four years on the TOUR, Tiger Woods had already exceeded the entire careers of all but the best golfers of all-time. After an amateur career that ranked among the best ever, Tiger stormed onto the PGA TOUR in 1996 and ended the season as its Rookie of the Year. Within a year, he captured the Masters by posting a total of 270 in winning by 12 strokes, a tournament record, and thereby became the youngest Masters Champion at 21 years, 3 months and 14 days. The rest of 1997 continued to see results from the most-watched player on TOUR, as Tiger posted victories in three other tournaments and ended up PGA TOUR Player of the Year. Tiger had one of the best seasons ever in 1999 by winning a staggering eight tournaments, including a victory at the PGA Championship. He finished the year at the top of the PGA TOUR money list at \$6,936,825 and captured another PGA TOUR Player of the Year trophy.

And then Tiger raised his game another notch. The 2000 season began with Tiger taking his fifth and six straight tournaments at the Mercedes Championships and the AT&T Pebble Beach National Pro-Am. In his 16 subsequent starts, he has racked up seven more wins, including three consecutive major championships at the U.S. Open, the British Open and PGA Championship. End of the year, same result: Tiger captured another PGA TOUR Player of the Year trophy.

As Tiger’s 2001 season unfolded, many were calling it a disappointment when he hadn’t won a tournament in the first two months. Tiger, however, continued his normal practice routines and felt confident with his stroke. His perseverance paid off when, starting at the Bay Hill Invitational in March, Tiger rattled off three straight PGA TOUR victories and four in five events. Tiger’s victory at the Masters in April completed the greatest feat in golf history: winning the “Tiger Slam” of all four majors consecutively. For any other golfer, it might be the highlight of a career. As Vijay Singh, the winner of the previous Masters, helped him to slip into his second green jacket, Tiger merely said, “I’ve succeeded in what I wanted to accomplish.”

It’s more than any other golfer in history can claim. In only 17 starts at majors, Tiger has won six of them and has captured 29 PGA TOUR tournaments



overall. Tiger has reached the stratosphere of the greatest sports stars ever. He is believed to have amassed a fortune of over \$150 million.

Where does Tiger go from here? The wave of golf's popularity continues to rise behind the phenomenon that is Tiger Woods. He is expected to win every tournament that he enters yet manages to be gracious even when he does not. If the pressure gets to him, he doesn't show it. Out in front of enormous galleries on the greens and fairways of the PGA TOUR, Tiger manages to retain his remarkable focus through round after round. Where does Tiger go now? To the next round and, it's likely, to yet another victory.

Tiger shares his good fortune with others through the Tiger Woods Foundation, which seeks to promote minority participation in golf.

## STUART APPLEBY



Stuart Appleby continues the tradition of Australian golfers on the PGA TOUR. After a fast start in Australian professional golf, Stuart made an immediate splash when he reached the PGA TOUR in 1997 by taking the Honda Classic early in the season, en route to becoming the first Q-School graduate to earn \$1 million on his first year on the TOUR. That victory

stand was a long way from home where, growing up on a dairy farm, he honed his game after chores by hitting balls from paddock to paddock. In 1998, Stuart captured the Kemper Open with a 10-under 274, which included a second round of 63 that helped to distance him from the field.

In the final round at the 1998 Shell Houston Open, Stuart shot a 1-under 71 to edge Hal Sutton by a single stroke to take the win. Year 2000 started very promising for Stuart with a second-place finish at the Sony Open in Hawaii in January. Stuart again broke the top-10 with a third at The International in August, and two weeks later he tied for fourth at the PGA Championship.

Stuart's 2001 season began favorably, with a tie for ninth at the WGC-Accenture Match Play Championship and another strong finish at the Honda Classic in March. In June, he managed a seventh at the Memorial, followed by three more top-20 finishes. After the 2001 PGA TOUR concluded, Stuart captured his first Australian Open with a three-stroke victory over Scott Laycock. A long and accurate driver, Stuart is near the top of the PGA TOUR rankings in birdie conversion. When he gets to the green, he usually gets it done.

Stuart has represented his country on a number of national teams. Back home in Australia, the Renay Appleby Memorial Trophy, named in honor of his late wife, is awarded to the best female junior golfer in New South Wales. Stuart has earned nearly \$6 million in his career.



## NOTAH BEGAY III



A member of Stanford's 1994 NCAA Championship team and a college teammate of Tiger Woods, Begay recorded the lowest 18-hole score in NCAA Championship competition with a 62 in the second round of the 1994 event, en route to garnering his third All-America selection.

Turning pro in 1995, Notah returned to the headlines with his strong play on the BUY.COM tour. Four second-place finishes on the 1998 tour landed him in the top 10 money winners and a PGA TOUR exemption for the 1999 season. He made the most of his opportunity, as he recorded two TOUR victories in his inaugural season. His first win came at the Reno-Tahoe Open where his third-round 63 set a course record and put him in the lead for good. His victory was the first for a Native American on the TOUR since Rod Curl won the 1974 Colonial. To become the seventh multiple winner of the 1999 season, Notah captured the Michelob Championship at Kingsmill late in the year. On the final two holes, he recorded birdies to finish with a final round of 68, forced a playoff and defeated Tom Byrum by recording a par on the second extra hole.

At age 6, Notah began tagging along when his father played in local tournaments. Later, he would save spare change for buckets of balls and asked the local head pro if he could work at the club in exchange for playing privileges. Half Navajo, one-quarter San Felipe and one quarter Isleta, Notah is the most successful Native American golfer with four PGA TOUR victories. He takes seriously his position as a role model for other Native Americans.

Sometimes, Notah's brother Clint caddies for him. Notah can putt left- or right-handed, depending on the break of the green.

## MARK CALCAVECCHIA



Mark won his first tournament on the PGA TOUR at the 1986 Southwest Golf Classic and has notched solid finishes to this day, including a major victory at the 1989 British Open. From 1986 to 1998, he finished each year in the top 50 in money and, in 1999, climbed into the top 10 on the all-time money list.

Over his fifteen-year PGA TOUR career, Mark has won ten TOUR events, including the 2001 Phoenix Open, a tournament that he also won in 1989 and 1992. For his third victory in Phoenix, Mark set a PGA TOUR scoring record of 256 for a 72-hole competition and earned himself \$720,000. The rest of 2001 proved to be a fine year for Mark. At the Bob Hope Chrysler Classic in February, Mark's -30 weekend was good for third behind Joe Durant's TOUR record -36

for a 90-hole event. Going into the final round of the 2001 Honda Classic in March, Mark was three back off of Jesper Parnevik but could not close the distance with a final round score of 70. His three-way tie for second was more impressive considering he had had knee surgery two weeks before. He also tallied two fourths at the Masters and the PGA Championship.

Prior to the final round of the 1998 Honda Classic, Mark suffered a cut to his finger, sealed it with Super Glue, and then banged out a 7-under 65 to win his ninth PGA TOUR title. After winning the 1998 Honda Classic at TPC at Heron Bay, Mark rattled off three top-5 finishes in a row.

Mark makes his off-season home in West Palm Beach, Florida, which is within driving distance of the TPC at Heron Bay.

## STEWART CINK



Stewart capped a brilliant collegiate career with a third All-America selection and the 1995 Dave Williams, Fred Haskins and Jack Nicklaus Awards as the country's top collegiate golfer. In 1996, he won three times on the NIKE TOUR to take Player of the Year honors.

In 1997, he hit the PGA TOUR and hit it hard. Going into the final round of the Canon Greater Hartford Open, Stewart was in fifth place, four off of Jeff Maggert's pace. He closed with a 66 to win by one stroke over Maggert, Brandel Chamblee and Tom Byrum. At the end of the year, he became the first golfer to be named NIKE TOUR Player of the Year and PGA TOUR Rookie of the Year in successive seasons. Not bad for a 25 year-old.

In the subsequent seasons, Stewart has established his name as a regular on the Sunday leaderboard. Stewart captured the 2000 MCI Classic and a tie for second at the Mastercard Colonial later in the year. In 2001, Stewart got very hot in June. At the Memorial, he tallied a fourth, behind Tiger Woods whose final round 66 secured his third consecutive Memorial victory. Two weeks later, Stewart missed going to the playoffs of the US Open Championship by a single stroke, settling for a worthy third. At the Buick Classic at the end of the month, Stewart registered an opening round 65 and held on to tie for third behind Sergio Garcia's 16-under weekend, a Buick Classic record. With such strong and consistent play over five years on the TOUR, Stewart has already moved into the top 50 in all-time money earnings.

A married father while still in college, Stewart, his wife Lisa and two children (Connor and Reagan) make their home in Duluth, Georgia. His parents, who taught him to golf, are both still avid golfers.



## BRAD FAXON



One of the best putters in the game, Brad has worked on his long game since his All-America days at Furman University. Winner of the 1983 Fred Haskins, GOLF Magazine, and NCAA Coaches Awards as the outstanding collegiate golfer, Brad stepped onto the TOUR and has been a steady earner ever since.

His first victory came in 1986 at the Provident Classic. Since then, Brad has won the BC Open twice, in 1999 and 2000, when his 18-under-par 270 nipped Esteban Toledo by a single stroke. Even when his drivers and irons had deserted him, his outstanding putting saved the day, and he became the first player to repeat as champion of the BC Open. Brad's best round of the 2001 year came when he shot a 64 on the opening day of the Sony Open in Honolulu. In Round 2, he shot another 64 and then closed the weekend with a final round 65 that included an eagle on the final hole. His four eagles over the weekend helped to push him into 2nd place in the yearly TOUR rankings for eagles. After Sunday's round, Brad said, "I hope this is the start of a great year."

He got his wish. Brad recorded five more top 10 finishes in 2001, including a tie for fourth at the Bob Hope Chrysler Classic the following month and a tie for sixth at the Buick Classic in June. His year ended in November with a victory at the Franklin Templeton Shootout where he and teammate Scott McCarron took home \$225,000 each in Christmas money. At the conclusion of the Shootout, Brad noted, "It feels fantastic. I can't think of a better way to end the year."

He and fellow Rhode Islander Billy Andrade support children's charities in their home state and southeastern Massachusetts through the Billy Andrade/Brad Faxon Charities for Children, which has raised \$1.65 million since its inception in 1991.

## LEE JANZEN



A two-time winner of the U.S. Open, Lee has established himself in the upper tier of golfers on the TOUR. His 1998 victory at The Olympic Club in San Francisco was the best final-round comeback in 25 years. Down five strokes at the end of Saturday, Lee posted a 68 on Sunday to beat the late Payne Stewart by a single stroke. For his major victory, Lee has earned an exemption until 2003, which means he'll be on the TOUR for some time to come.



Since his amazing comeback, Lee continues to post regular top-20 finishes. Although he did not raise a trophy in 2001, he did notch a tie for second at the Shell Houston Open in April, thanks to his opening rounds of 67 and 68 on a challenging course. Nine top 25 finishes in 2001 pushed his career earnings over the \$9 million mark.

Capable with shorter clubs, Lee can rack up the birdies on the par 3s and par 4s. Lee didn't begin to play competitive golf until his family moved to Florida when he was 14. At 15, he won his first tournament. He has participated in two Ryder Cups in 1993 and 1997, as well as the Presidents Cup in 1998.

## **JUSTIN LEONARD**



Since turning professional in 1994, Justin has kept his game away from the kinds of detours that can ruin a season. In 1996, he took the Buick Open. In 1997, he won his first of what many predict will be several majors. At the British Open, he shot a final-round 65, the only sub-70 score for a player who started the day below par, to make up five strokes on Jesper Parnevik. At 25, he became the youngest British Open Champion since Seve Ballesteros won in 1979 at the age of 22.

Such perseverance for this young British Open champion is bound to pay off, as Justin is expected to be among the top golfers on TOUR for a long time. In 1998, he pulled off another miraculous comeback at the Players Championship with a five-under-par 67 on Sunday for a two-stroke victory worth \$720,000. In 2000 and 2001, Justin captured the Texas Open at La Cantera, beating PGA TOUR rookies J.J. Henry and Matt Kuchar by two strokes. The Dallas native's 18-under 266 delivered his sixth PGA TOUR victory.

Round after round, Justin has demonstrated his mastery of the green. He knocked down perhaps the greatest putt in Ryder Cup history when his 45-footer for birdie secured the winning half point for the 1999 U.S. team. After that one, five-footers are nothing. Justin's family actively participates in his business affairs and golfing career.

## COLIN MONTGOMERIE



One of the greatest golfers on the PGA European Tour, Colin Montgomerie brings his excellent all-around game to the States for selected events on the PGA TOUR.

Consistently among the leaders on Sunday in Europe, Colin recorded two wins in 2001. At the Murphy's Irish Open, a final round of 66 captured a five-stroke victory for him over Darren Clarke, Padraig Harrington and Niclas Fasth. His course record 63 in the opening round was matched by Fasth in the final round, but Montgomerie maintained a steady hand to hold off the charging Swede. His win put him into the elite company of Seve Ballesteros, Nick Faldo and Bernhard Langer as the only three-time winners of the Murphy's event. In August, he captured another tourney for the third time: the Volvo Scandinavian Masters. Excellent putting kept him in contention all weekend, and defending champion Lee Westwood and fellow Englishman Ian Poulter could not close on the final holes.

The victory marked his 26th on the European Tour. His remarkable career includes claiming seven times the Volvo Order of Merit, which is awarded to the top money winner on the European Tour at season's end.

Colin makes his off-season home in Oxshott, Surrey with his wife and three children.

## JESPER PARNEVIK



Born in Sweden, Jesper now makes his home in Jupiter, Florida. In each of the past four years, he has captured at least one victory.

His first PGA TOUR win came at the 1998 Phoenix Open, where he became the second Swede to capture a PGA crown with a three-stroke victory over Tommy Armour III, Steve Pate, Brent Geiberger and Tom Watson. He followed up his win at Phoenix with victories at the 1999 Greater Greensboro Chrysler Classic, the 2000 Bob Hope Chrysler Classic, and the 2000 GTE Byron Nelson Classic before this season.

In March 2001, Jesper showed his mettle on the final back 9 at the Honda Classic. Taking a three-stroke lead into the final round, Jesper had lost it by Hole 11, where he stood one stroke back of Geoff Ogilvy. After scoring a birdie on the par 3 eleventh while Ogilvy bogeyed, Jesper managed to hold off Ogilvy, Mark Calcavecchia and Craig Perks by a stroke over the remaining seven holes. The victory marked his fifth on the PGA TOUR.



Prior to arriving in the US, Jesper was a star on the European Tour where he recorded nine victories, his last being the 1998 Scandinavian Masters. He has represented Europe in the Ryder Cup twice. He improved on his 1997 Ryder Cup record of 1-1-2 with a 3-1-1 record for the 1999 European team.

Jesper's father Bo is a famous comedian in Sweden. Jesper began playing the game by hitting floating golf balls into the lake behind the family home.

## VIJAY SINGH



In Hindi, his first name means "victory", and since his arrival on the PGA TOUR in 1993, Vijay Singh has lived up to his billing. In his first season on the TOUR, Vijay showed his will to win and turned heads at the 1993 PGA Championship where his second-round 63 tied a TOUR record for lowest round at a major. Although he finished

fourth in that tournament, he did capture his first victory on TOUR at the 1993 Buick Classic in a playoff over Mark Wiebe. Vijay has continued to excel in playoffs, as evidenced by his 4-1 playoff record.

In 1994, Vijay was hampered by injuries, yet he stormed back to win twice in 1995, including another victory at the Buick Classic. Vijay steadily delivered tournament victories—1997 Memorial Tournament, 1997 Buick Open, 1998 PGA Championship, 1998 Sprint International and the 1999 Honda Classic—until he recorded his first major at the 2000 Masters. To get his first green jacket, Vijay closed with rounds of 67-70-69 to beat Ernie Els by three strokes. Walking up to the eighteenth green, knowing that he needed only two putts to win the Masters, he called it, "the greatest feeling I've had for a long, long time."

In the 26 events that he entered 2001, Vijay recorded 14 top10 finishes, including seconds at the AT&T Pebble Beach National Pro-Am and THE PLAYERS Championship. At Pebble Beach, Davis Love III needed a final round 63, a record score, to make up seven shots and nip Vijay and by a single stroke. Vijay encountered another golfer on a hot streak at THE PLAYERS Championship, as Tiger Woods needed a five-under par 67 to keep off Vijay, who went eagle-birdie-birdie-par over the final four holes. Such consistent play in the face of stiff competition has rewarded him well, as he is ranked fourth on the 2001 money list with over \$3.5 million.

Vijay is Fiji's only world-class golfer and has taken his game around the world. Victories in Malaysia, France, Nigeria, Ivory Coast, Morocco, Zimbabwe, Spain, Germany, England, South Africa, Sweden, Taiwan and U.S. have solidified his reputation as one of the greats in the game.



## STEVE STRICKER



After an All-America career at the University of Illinois, Steve arrived on the PGA TOUR in 1994 and two years later captured his first title. At the 1996 Kemper Open, a 65 on Saturday moved him near the top of the pack, and a 68 on Sunday put it three strokes behind him. As if to prove his victory was no fluke, Steve captured the Motorola Western Open with an eight-stroke victory. With five other Top 10 finishes in 1996, Steve had an outstanding year.

In 1998, he took time off to be with his wife and caddie, Nicki, as she gave birth to the couple's first child. Playing a reduced schedule of 21 events that year, he nevertheless managed to make 20 cuts. After the due date of his child, he played in four more events, finishing in the top 10 in all of them. That is some concentration.

In 2001, Steve struck gold again at the WGC Accenture Match Play Championship in Melbourne, Australia. Seeded 55th in the 64-man field, Stricker scrambled well and was exceptional with his putter in match after match before beating Pierre Fulke of Sweden 2&1 in the sixth and final one. The victory netted him an even \$1 million for a week's work. Steve's good putting stayed with him the entire season, as he ended up ranked 3rd statistically in putts per round on the TOUR.

It's all in the family: Steve's father-in-law, Dennis Tiziani, the golf coach at University of Wisconsin, is his teacher. His brother-in-law, Mario Tiziani, has played in several PGA TOUR events.



# THE TRUESWING™

*Tim Scott likes a good challenge. After a career as an elite track and field athlete and professional football player, Tim brought his will to compete to the world of computer golf. Since 1997, Tim has been an avid member of the EA SPORTS Golf community and has earned a number of distinctions for it, including the \$10,000 first prize at the 1999 EA SPORTS Internet Tour. When he's not winning championships, Tim is generous with his time and energy for online players, designers and the EA SPORTS Production team. Tim has authored a number of articles and commentaries on Tiger Woods PGA TOUR golf games, including this tutorial on the newest feature in the game.*

In *Tiger Woods PGA TOUR 2002*, TrueSwing delivers the feel and touch of a real golf swing utilizing the mouse. This incredibly realistic swing interface gives you complete and total control over the performance of your on-screen golfer. As the mouse moves, your on-screen golfer moves. You can also produce swings such as draws and fades (and even hooks and slices) by changing the path in which you move the mouse. If you make a mistake in movement, you may produce heel shots, toe shots, shanks and mis-hits. Just like real golf.

What makes TrueSwing so realistic is how you make the Golfer move. All of the elements that make a real golf swing successful also apply to making a good TrueSwing. There are two types of TrueSwing to choose from: the vertical swing and the horizontal swing.

- ▶ To enable TrueSwing, select TRUE SWING (V) or TRUE SWING (H) for the Swing Type in the Select a Golfer screen.
- ✧ The tutorial assumes the **vertical swing** is in use. For horizontal swing, directions listed here as "forward" and "back" are "left" and "right". For this tutorial, we assume that the difficulty setting in *Tiger Woods PGA TOUR 2002* is **Pro level**.

For the vertical TrueSwing, think of your mouse as your "club." The "face" of the club is the front of the mouse where the cord protrudes. The club velocity is the speed at which you move the mouse. When the face of the club strikes the ball with any kind of left-to-right or right-to-left motion, you impart spin on the ball. Therefore, it is crucial to move the mouse in a straight line to hit the ball in a straight line. Consistency in these motions produces a powerful and repeatable swing!



**EA TIP:** As in real golf, a fast swing alone won't produce good results. A good shot requires swing speed and control of the tempo of the swing.



## PRACTICE RANGE

Hitting with TrueSwing takes practice and patience. When you first start using TrueSwing, head to the Driving Range, Chipping Area and Putting Green to get your work in. With practice, your TrueSwing can put you at the top of the leaderboard against Tiger and his fellow PGA TOUR pros.

When at the Practice area, spend some time getting used to the motions the Golfer makes when moving your mouse. Also get familiar with the user interface and most of all, be sure to have Mulligans set to unlimited! This will give you ample opportunity to get accustomed to TrueSwing and building the kind of swing you can be comfortable and consistent with.

- ▶ To go to the practice area, select PLAY GOLF from the Main menu. In the Select Game screen, click PRACTICE. Then, click the button next to Driving Range. Click NEXT. Select a golfer and a course to get to the range.

## BREAKING DOWN TRUESWING™

Are you at the driving range and ready to swing? Good. Every TrueSwing consists of 3 basic parts:

### STARTING THE SWING

- ▶ To start swinging, move the cursor over or near the golfer's club. The cursor changes to the swing arrow. To start a TrueSwing, click the left mouse button.



### BACKSWING

The ideal backswing is smooth and evenly paced.

- ▶ To begin moving the club on-screen, pull the mouse back as straight as possible until the golfer has completed the desired amount of backswing.
- ▶ To cancel the swing, press **[ESC]**.
- ✧ A bigger backswing results in longer shots, all other factors being equal.

### THE DOWNSWING

The downswing is the most important part of the swing because it controls the power with which the golfer hits the ball. If the club is moving right-to-left or left-to-right when the club head meets the ball, spin is applied.

- ▶ To complete the swing, push the mouse forward and return it to the place on your mouse pad where you began your swing.



**EA TIP:** Watch your on-screen golfer as you move the mouse. If you move the mouse forward with too much or too little speed, the on-screen golfer is likely to portray a poorly executed swing.



## AFTER THE SHOT: THE TRUESWING™ ANALYZER

How do you obtain the proper tempo and speed on your swing? Practice your swing while the TrueSwing Analyzer is enabled.

The TrueSwing Analyzer is designed to give you instantaneous feedback on your swing path, speed, tempo and impact on the clubhead. On Tour and Championship difficulty levels, this tool lets you practice draws and fades that are necessary on those sharp doglegs. Think of the TrueSwing Analyzer your swing instructor who can swings like a PGA TOUR professional!

TrueSwing Analyzer



When you make contact with the ball during a TrueSwing, the TrueSwing Analyzer is instantly displayed. In the image above, you can see the results of a good shot that should give the golfer predictable results.

- To toggle display of the TrueSwing Analyzer during gameplay, press [T]. The TrueSwing must be enabled.

The TrueSwing Analyzer is designed to allow players to learn how to improve their swings by providing visual feedback on the quality of their swing.

On Amateur and Professional difficulty levels, two indicators provide feedback with which to learn about and improve your swing: **Power** and **Tempo**. To a lesser degree, Club Path and Impact can affect your swing. All four of these factors play an even greater role in determining your swing quality in Tour and Championship levels.

## TRUESWING™ FACTORS

On Amateur and Professional level, TrueSwing consists of 2 crucial variables. The following variables are displayed in the TrueSwing Analyzer screen immediately following each swing.

### POWER

The Power rating tells you your swing speed in relation to the ideal. A Power rating of 100% should produce roughly the distance for which the club is rated. For example, if you hit your D12 driver at 100% Power with no wind on a flat fairway in normal conditions, the ball should travel about 270 yards. If you hit D12 with 110% Power, you may reach 297 yards in the same conditions.

On tee shots and approach shots, the ideal swing speed is usually 100%. You can hit the ball with more speed if you like. If you want to hit the ball farther, push the mouse forward faster—but smoothly. The mouse speed causes the speed of the club head.



**EA TIP:** You can also attempt shots with less than ideal swing speed. However, for more reliable shot results, it is recommended that you hit full shots with the proper club.

## TEMPO

A good Tempo rating helps you achieve the perfect swing. Ideally, the downswing should be a smooth and accelerating movement all the way through impact with the ball.



**EA TIP:** Avoid pushing the mouse forward in a jerky fashion, thereby ruining your tempo. A rushed downswing cuts the distance and accuracy of the shot, and delays at the top of the backswing may result in shot errors. You need to maintain a balanced swing tempo.

Utilizing the TrueSwing Analyzer helps you to determine the proper Tempo and timing to achieve consistent swing results.



**EA TIP:** You can affect the ideal Tempo by changing your shaft flex in the Equipment tab under Golfer Settings. If you tend to swing fast, select stiffer shafts to avoid Tempo penalties.

## FOR TOUR AND CHAMPIONSHIP DIFFICULTY LEVELS

On these difficulty settings, the following factors come into play:

### CLUB PATH

**Club Path** tells you the path that your mouse followed to reach the ball. This information is crucial in learning to hit draws and fades, as well as maintaining straight drives!

When the club head strikes the ball with any kind of left-to-right or right-to-left motion, it imparts lateral spin on the ball, causing curvature in the ball's flight. If the Club Path is not centered on the ball during impact, then the ball's flight can be angled or mis-hits can occur.



**EA TIP:** A shot that has an error of less than 5% rating for Club Path flies relatively straight. If you hit it over 20% off of the ideal Club Path, the shot could land in the deep stuff.

## IMPACT

The Impact rating tells you where on the club head your swing made contact with the golf ball. This information is useful when attempting to shape shots. More on this subject later, when we explore draws and fades.

## THE TRUESWING™ SHORT GAME

With TrueSwing, the chipping and bunker games work very much like the standard swings except for a couple of details.


When you are chipping out of the rough or blasting from a bunker, your on-screen golfer shows how each shot should be attempted. The golfer gets into an appropriate stance and swing for each type of shot. Proficiency in the short game takes a great deal of practice and touch around the greens. You can only achieve this touch by practicing in all kinds of rough and course conditions. If the TrueSwing Analyzer is enabled, you get direct feedback by matching the TrueSwing Analyzer results with the ball movement of each shot.

## PUTTING

Putting is pretty straightforward. The distance the putt travels depends on the distance the backswing travels and the speed of the club head through impact with the ball. Large backswings produce greater momentum of the club head and greater ball travel.

► To hit a short putt, pull the club back slightly and swing.

On all difficulty levels, the putter does not impart any lateral spin on the ball. The clubhead path imparts the direction of the ball. Before swinging, you should carefully line up your putt according to the break of the green.

► To toggle display of the green grid, press .

Touch, feel, and a great deal of practice make a consistent and repeatable putting stroke.



## BALL POSITIONING

While you are practicing, use the Ball Position slider at the bottom of the screen, which is usually labeled with “Back” on the left and “Forward” on the right, to move the ball back or forward relative to your stance.



If you move the ball Back in your stance, you lower the trajectory of your shot. This kind of shot is effective in strong headwinds. Moving the ball Forward creates more loft on your club, thereby causing a higher trajectory with more backspin, which can reduce the forward roll of the ball. When hitting with a tailwind or trying to get over a hazard, move the ball Forward in your stance.



**NOTE:** The labels for the ball positioning slider change depending on the type of shot. However, the effects on ball placement in the stance are consistent.

## OTHER TRUESWING™ TIPS

✧ Practice your swing in the Practice areas, during Stroke play (with Mulligans enabled) and with the TrueSwing Analyzer enabled at all times.

### ***Stay focused on the following:***

- ✧ Visualize the shot prior to executing the shot.
- ✧ Speed of your swing
- ✧ Tempo of your swing
- ✧ Practice all the different types of shots to get a feel for their respective distances and shot trajectories.

### ***For Tour and Championship level players:***

- ✧ Path of your swing
- ✧ Ball/club Impact point
- ✧ Your onscreen animation



**EA TIP:** Some mice have peculiar shapes that are to read for straight motion. If you are consistently slicing or hooking the ball, you may be rotating the mouse in your hand. To get a feel for a straight alignment, try drawing a vertical line on your mouse pad. As long as the cursor stays on the vertical line, the mouse is oriented correctly.

## DRAW, FADES AND OTHER ADVENTURES

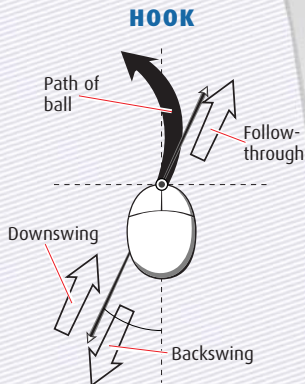
In the TrueSwing Analyzer, the red arrow over the club head shows you the path that the club actually traveled. If you can get the hang of TrueSwing and the TrueSwing Analyzer, you can find clever ways to address those treacherous doglegs and crooked holes.

### IMPACT INDICATOR

The Impact indicator shows where the clubface made contact with the ball. Impacting left or right of center has a similar effect to errors in the Club Path rating. A shot that has an Impact 5-10% left or right flies relatively straight. An impact point 20% or more left or right hooks or slices depending on the direction. The severity of the Club Path and the amount of spin imparted on the ball are also factors.

### DRAW AND HOOKS

- ✧ These shots curve to the *left* from moderate (**draws**) to extreme (**hooks**) degrees.
- 🕒 To create a draw or hook shot, pull the mouse back and to the *left* to complete the backswing. Then, move the mouse forward and to the right to finish your downswing and follow through. The mouse should pass through the location at which the swing started.



This motion imparts a right-to-left spin on the ball, and depending on the degree of spin, a draw or hook shot is the result. You can control the amount of draw or hook by adjusting the degree to the left of center you apply during the backswing.

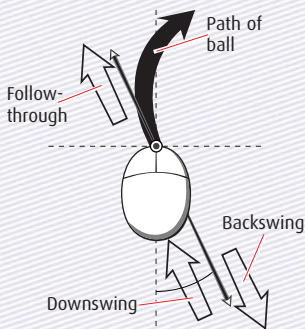


**EA TIP:** Be careful to finish the swing at the start position to avoid shots off the toe or heel of the club.

## FADES AND SLICES

- ✧ These shots curve to the *right* from moderate (**fade**s) to extreme (**slice**s) degrees.
- To create a fade or slice shot, pull the mouse back and to the *right* to complete the backswing. Then, move the mouse forward and to the left to finish your downswing and follow through. The mouse should pass through the location at which the swing started.

## SLICE



## TOE OR HEEL SHOTS

- ✧ These shots occur when the mouse is not returned to the start position, thus failing to center the clubface on the ball during impact. **Toe shots** hit on the club end furthest from the golfer, while **heel shots** strike near the shaft. Avoid making toe or heel shots.

The club starts out centered on the ball. As you begin your backswing, the mouse may move left or right of the centerline. If you fail to bring the club back to the *exact* starting position, you are likely to hit the ball with the toe or the heel of the club, which decreases the distance that the ball travels. The ball may depart at an angle to the left or right. If you slide the mouse severely to the left or right, you can miss the ball completely.

- ✧ Some terrain types are more likely to cause mis-hits. Toe and heel shots are more common in rough or sand if the club is not centered on the ball.





Those are the basics. TrueSwing may take some time to learn, but after you understand it, you begin to feel the results in your hand as you swing—which is a pretty neat thing to experience in computer golf.

May every swing be a good one!

A handwritten signature in black ink that reads "Tim Scott".

Tim Scott

# CREDITS

## HEADGATE STUDIOS

**Director:** Vance Cook

**Software Lead:** Dale Deputy

**Art Lead:** Matthew Copeland

**Designers:** Nathan Hall, Vance Cook

**Software Engineers:** Mike Jones, Dale Deputy, Daniel Kaufman, Joe Howell, Zack Walker, Jason Howard, Nathan Hall

**Artists:** Matthew Copeland, Matthew Peterson, Brian Copfer, Scott Ferrin, Cameron Burnett, Paul Mattson

**Build Coordinator:** Jason Howard

**Additional Engineers:** Farrell Edwards, Jonathan Morrison, Landon Hall, Randy Platt, Chris Nash

**Additional Artist:** Anthony Peters

**Course Architect Consultant:** Ken McHale

**Special Thanks:** Laura Trevino

## EA SPORTS™

**Executive Producer:** David DeMartini

**Senior Producer:** Orlando Guzman

**Technical Director:** Jim Rogers

**Associate Producer:** James Vitales

**Producer:** Steve Matulac

**Senior Producer:** Sam Player

**Marketing Director:** Jillian Goldberg

**Product Marketing:** Amy Bartlett, Anthony Caiazzo, Jennifer Miller

**Public Relations:** Wendy Spander, Anne-Marie Stein, Robin Carr

**EA Media Services:** Waddy Dacay, Don Veca, Charles Stockley, Eric Kornblum, Aimee McCrary, Bob Rossman, Jerry Newton, Murray Allen, Rob Hubbard, Michael Marsh, Alison Wong-Huchard

**International Production Team:**

Atsuko Matsumoto, John Pemberton, Bradley Frazier

**Network Engineering:** Marvin Plettner, Nathan Fahrenthold, Tom Dewire, Seva Safris, Bharat Pillai, Jeff Wang

**EASPORTS.COM:** Lisa Anson, Vikash Shah, Indris Kilmanis, Jaap Tuinman, Robert Aguirre, Lauren Mullaney, Dino Scoppettone

**Online Operations & Support:**

Ron Patterson, David Nejely, Steve Keller, Joe Love, Mark Berner

**Lead Tester - Seasons/Roster Creation:** Brad Solari

**Assistant Lead:** Roo Henson

**Core Testers:** Ira Blas, Jimmy Brewer, Lenny Castillo, Carble Cheung, William Chou, Kevin Fugate, Edward Han, Darren Hedrick, David J. Miller, Chris Newell, Phillip Ranches, Jonathan Rivera

**Testing Management:** Kurt Hsu, David Jimenez, James Bailey, Matthew Brown

**Mastering Services:** Mike Yasko, Yakim Hayuk, Chris Espiritu, Michael Deir

**Studio Desktop Support:** Brent Allard, Marco Rhodes, Victor Zarate

**Documentation Services:** Steve Olson, Dan Davis, Greg Roensch

**Game Documentation Layout:** Christopher Held

**Course Architect Documentation Layout:** Phillip Hereso

**Customer Quality Control:**

Andrew Young, Dave Knudson, Darryl Jenkins, Tony Alexander, Ben Smith, Anthony Barbagallo

**CAT Lab:** John Hanley, Dave Koerner, Dave Caron, Mark Gonzales, Emiliano Miranda

**Professional Commentary:** David Feherty, Bill Macatee

**Additional Commentary:** Joe Paulino

**Music:** Don Veca, Lieblich Sound Design, Burke Trieschmann

**Motion Capture Technical Director:** Matthew Wynne

**Motion Capture Talent:** Tiger Woods, Brian Soczka, Stacey Greatrex, Sam Player

**Course Mapping Services:** Darryl Sharp, Geodetic Services, PGA TOUR ShotLink Services



**Westwood Studios Motion Capture**

**Facility:** Donny Miele, Dave Washburn

**Video & Photography:** PGA TOUR Productions, PGA TOUR Photographic Services, Stan Badz, Chris Condon, Rusty Jarrett

**PGA TOUR:** Leo McCullagh, Wesley Haynes, Luis Salcedo, Steve Evans, Ruth Plummer-Martin, Mike Veneto, Jerri Moon

**Golf Community Consultant:** Tim Scott

**NVIDIA:** Andrew Hess, Ken Hurley, Cem Ceboyan

**Special Thanks:**

John Vifian, Steve Cartwright, Brian Reed, Chris Bennett, Joe Oleary, Mike Olsen, Steve Arnold, Carmen Consunji, Kris Hammond, Dexter Dorris, Collin Hennen, Wilfredo Aguilar, Tom Esmeralda, Jay Riddle, Laurent Betbeder, Alex Karweit, Alan Borecky, Frank Barchard, Russ Patterson, Phil Sorger, John Batter, Larry Castro, Milly Ng, Dan Givens, Jim Boland, Steve Bene, Kim Kostas, Joel Linzner, Robert Gonzales, Lisa Tensfeldt, Sue Garfield, Sarah Burnett, Kim Cook, Kimberly Copeland, Laurel & SMD Edwards, Katie Howard, Melissa Howell, Amy Jones, The Mountain Kaufman Girls, Jennifer Mattson, Lisa McCord, Kristin, Cole, and Emma Peterson, Susan Sheets, Cassie Walker

**ELECTRONIC ARTS  
CANADA MOTION  
CAPTURE  
DEPARTMENT**

**Manager:** David Pierce

**Senior Motion Capture Specialists:**

Stefan Van Niekerk, Dan Michelson

**Motion Capture Specialists:** Vincent Ng, Gordon Waddington, Wilson Leung, Jeff Martens, Zhize Yu

**Motion Capture Operators:**

Sandro Licastro, Joel Krich, Robert Parent, Jason Camp, Anthony Kwan, Ben Guthrie, Dan Vargas, Eric Perrier, Joel Pennington

**Systems Engineer:** Robert MacDonald

Course Architect™ & Course Utilities Credits

**2002 Design Additions:** Vance Cook, Farrell Edwards, Orlando Guzman, James Vitales

**Artists:** Matt Peterson, Scott Ferrin, Ken McHale

**Software Engineers:** Farrell Edwards, Joe Howell, Jason Howard, Jonathan Morrison

**TESTING**

**Lead Tester:** David Choe

**Assistant Lead:** Ian Blas

**Core Testers:** Dang Nguyen, David F. King, Michael Teichman, Kevin Enos, Brian Barsda

**Golf Community Beta Testers Credits**

Patrik Anhed, KF Baker, Evan Barley, Michael Baxes, Jim Burns, Scott Chesney, Brien Donaldson, Jorgen Ekroth, Dominic Graziano, Brian Holzberger, Mike Jones, Phillip Lothian, Stuart Love, Ken McHale, Ken Rio, Bill Rader, DG Raftery Sr., Frank Roorda, Ian Rose, Michael See, Patrick Stroup, Steve Stein, Tim Shaffer





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